

Sara Diaz

-----XSI/MAYA Generalist

CG ARTIST

diaz@saradiaz.com ~ 07801549028

Objective

I'm seeking creative work where my skills can be pushed to the limits. I have a passion for animation and have become absorbed with the capabilities of 3D software. I hold a keen eye for detail and I thrive creatively in a team environment. I am a strong individual with the ability to work productively with a positive friendly attitude.

Animation Film Credits

'The Imaginarium of Dr Parnassus' Terry Gilliam 2009

'The Edge of Darkness' Martin Campbell 2010

'The Debt' John Madden 2010

'Meant to be' Paul Breuls 2010

Work History

Peerless Camera Company: Junior Animator Sep 2008- Present

At Peerless I joined the company during Terry Gilliam's 'The Imaginarium of Dr Parnassus' I was presented with many different tasks from building cliffs, boats, stair cases, using dynamics to drop bottles to animating flashing lights in Jelly fish tentacles. I came in towards the end of project, so it was my job to pick up other scenes to do corrections, such as lighting tweaks, rendering issues and anything other loose ends that needed sorting out. After that project I worked on 'The Edge of Darkness' creating blood clouds using ICE for the first time. I then did some research R&D for 'Meant to Be' rigging up angel wings to unfold. In this film I ended up creating freeze frame pigeons which were stopped in time whilst the actors moved through them. This was a great project as I worked from start to finish, from modelling, texturing, rigging animating to lighting and then rendering. I also worked on a magic watch, using ICE particles which I then composited in Shake. During this project I was given a shot from the film 'Debt' where I created some photo realistic scissors to replace real life ones which were covered in blood. This was quite a challenge as I had little time to produce something that fitted exactly with the shot.

During down time at Peerless I've taken the opportunity of learning new software such as Mudbox and I am currently working in Maya, because of the pipeline of the current research project. It's been great to have the opportunity to transfer my skills to other software, though Softimage will always be my preferred 3d application as I find it the most intuitive.

Prime Focus London: Junior Animator May 2007- Sep 2008

I was part of the team behind the 3D content of the UK Volkswagen website. (www.vw.co.uk) Through working on the project I've gained experience in modelling, lighting, texturing, data management and animation. I've been responsible for delivering assets and often consulted on project scheduling. It's been a real learning curve and a pleasure to work closely with other CG artists and producers. After this project I worked on a trailer for the BBC a corporate animation project and then I did rough layout work for the 'Ancient mega structures' show for National Geographic.

Absolute Post: 3D/MCR/Receptionist/Runner May 2006- May 2007

I started at Absolute as a runner where I had the duties of locking the building, attending to client's lunch/drink orders, delivering tapes, general maintenance and cleaning up. During this period I took on the role of reception, answering phones, booking couriers logging in tapes and using Ceta. I progressed to working in the machine room making Dubs, encoding and patching up decks to the correct suites. In my spare time worked on projects for Vodafone (Pammy), Johnnie Walker and O2 in the 3D department. That involved blocking animation, modelling and creating dust clouds. It was a great experience to work with the CG artists, Producers and Flame operators. At weekends and evenings I worked on my own personal projects, to learn more and improve my skills.

Handheld Productions: Animator Dec 2005-Jan2006

I designed and created a title/credit sequence for a pilot children's TV show called 'Yummy Tree'. Working closely with the director Bekah Davies I drew up storyboards, modelled, textured, lit and animated the scene. This was made in Softimage XSI, I then used particle illusions to add little sparkles and used Shake to composite the scene. This was a six week solo project.

Image Lab, Light House Poole: Workshop Assistant/ Leader Summer 2004/ Easter 2006

I assisted on three different workshops for children between the ages of 8-15. These were a web design, animation and film making workshops. I helped the kids with software such as Dreamweaver, Flash, iMovie and Photoshop. I got invited back to do my own workshop: Easter mask making. I organized materials, budget an assistant and the lesson plan.

Education

2004-05 Ma Computer Animation NCCA Bournemouth University

2000-03 Ba Hons Technical Arts Design Wimbledon School of Art

1999-00 Btec Foundation Art Arts Institute at Bournemouth

1996-98 A-Level Theatre studies & A-Level Dance Bournemouth & Poole College of Further Education

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Skills/ History

I started using 3D studio max at art school, where for my final degree project I created a short fly through of a set I designed for an alternative sports TV show. I wanted to learn more so I worked for a year and saved to study a Ma in 3D computer animation at Bournemouth. Here I used SoftImage XSI, Shake, Photoshop, Premiere Pro. I produce two short films, the first with a group and the second a final solo project.

My degree gave me experience of making actual models in scale, basic drafting and storyboarding. I have previous experiences of set building for a stop frame animation, art department work for a TV drama, Mask making for an Opera and I was an art director for a short film.

I have choreography skills. I trained to advanced levels in dance and use to teach (Ballet, Tap, Modern Contemporary).

Personal Details

Contact: diaz@saradiaz.com
Mobile: 07801549028

DOB: 23/02/1980
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