

# Heather L. Abels

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## WORK EXPERIENCE

- Matte Painter** **Nemesis Collective**  
08.2015 - Present  
Clarksville, TN  
projects: *THE ABBOTS BOOK*  
*DEADPOOL*  
*VARIOUS COMMERCIALS*  
*POSTER CONCEPT*  
• remote work for Blackthorn Media, Blur, Buster Design, Odd-NY, Fake Love and North Forty  
• includes matte painting, projections, poster concepts, lighting, modeling, cg generalist work and virtual reality paintings.
- Set Extension Artist** **Walt Disney Animation Studios**  
02.2014 - 07.2015  
Los Angeles, CA  
projects: *ZOOTOPIA*  
*BIG HERO 6*  
• matte painting, modeling, look development, and layout tasks as needed per shot  
• assisted in planning the pipeline setup for passing work along to other departments  
• artist training and mentoring  
• helping plan for tool development
- Matte Department Supervisor/  
Production Technical Liaison** **Rhythm & Hues**  
02.2012 - 02.2014  
Los Angeles, CA  
projects: *R.I.P.D.*  
*MACHETE 2*  
*DJANGO UNCHAINED*  
*300: RISE OF AN EMPIRE*  
*PERCY JACKSON 2*  
*SEVENTH SON*  
*WINTERS TALE*  
*X-MEN: FUTURE*  
• supervising a department of over 20 artists and found appropriate casting for each artist  
• oversaw the growing technology for the department, and how it fit into the studio goals  
• improved the department workflow and established technical priorities for each show  
• finding and interviewing new candidates for hire  
• establishing a new technical position to help balance non-technical artists with more technically demanding projects  
• training of all new department hires on studio tools and procedures & tool documentation  
• troubleshooting broken or challenging shots for all shows, shot work as time permits  
• communicating with show supervisors regarding broken or ineffective tools
- Matte Painter / 3d Generalist** **Freelance**  
02.2013 - Present  
Los Angeles, CA  
projects: *VARIOUS COMMERCIALS*  
"BETTER BOT" TAKEOVER  
• freelance matte painting for several super bowl commercials for The Mill  
• modeling, texturing, and motion graphics for the TD Ameritrade "Better Bot" takeover
- Lead Matte Painter** **Rhythm & Hues**  
09.2011 - 10.2012  
Los Angeles, CA  
project: *LIFE OF PI*  
• helped develop a new Photoshop color pipeline to paint high dynamic range images for use in lighting and compositing  
• managed 7 artists to execute work in over 500 shots  
• worked with compositing and lighting teams to deliver artwork and files in a usable way  
• worked with pipeline to create new tools for entirely new technical challenges  
• trained artists on new tools and troubleshoot any technical issues in all 500 shots
- Matte Painter** **Rhythm & Hues**  
12.2009 - 09.2011  
Los Angeles, CA  
project: *BIG MIRACLE*  
*CHARLIE ST.CLOUD / YOGI BEAR*  
• created digital backdrops for underwater cg elements  
• painted & projected stereo environment matte paintings, modeling and precomps  
• master paintings for time-lapse shot
- Matte Painter** **Weta Digital**  
09.2009 - 11.2009  
Wellington, New Zealand  
project: *AVATAR*  
• created stereo projection paintings using Photoshop, Maya and Nuke
- Matte Painter** **Prime Focus World**  
08.2009 - 09.2009  
Los Angeles, CA  
project: *NEW MOON*  
• created digital paintings for projections in final film in conjunction with other artists
- Matte Painter** **Rhythm & Hues**  
11.2008 - 04.2009  
Los Angeles, CA  
project: *MUSEUM 2*  
*LAND OF THE LOST*  
• created digital paintings for trailer shots and final film

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**Matte Painter** **The Orphanage**  
01.2008 - 11.2008 San Francisco, CA  
project: *THE SPIRIT / ZOHAN* • painted, modeled, projected and rendered 2d & 3d matte paintings and concept art  
*THE BATTLE OF RED CLIFF 2* • texture development and look development of 3d objects  
*VARIOUS COMMERCIAL WORK* • filled in as Look Development Supervisor on Red Cliff  
• approved assets and packaged look developed models and assets for vendors

**Assistant Matte Artist** **Matte World Digital**  
08.2007 - 11.2007 Novato, CA  
project: *GOLDEN COMPASS* • set up projections, rendering, matte painting extension, cleanup, and model modification

**Texture Artist** **Giant Killer Robots**  
07.2006 - 09.2006 San Francisco, CA  
project: *SPIDER-MAN 3* • texture painting, custom brush creation for continuity & Photoshop action  
creation for better automation

**Assistant Matte Artist/Digital Artist** **Matte World Digital**  
01.2006 - 06.2006 Novato, CA  
project: *ZODIAC* • created matte paintings for sky replacements, roads, and buildings for taxi shot  
*INVINCIBLE* • rotoscoping, re-creating motion blur in elements, 3d shadow tests and pre-comps

**Design Director** **The Voice Magazine (TWHBEA)**  
04.2004 - 08.2004 Lewisburg, TN  
• Responsible for the design and creation of all ads for clients for monthly publication  
• Restructured department work flow to maximize productivity, reduce clerical errors,  
and ease communication of ideas and job revisions  
• Archiving and categorizing of all ads, scans and page files

**Graphic Designer/Prepress Artist** **Lewisburg Printing Company**  
12.2002 - 04.2004 Lewisburg, TN  
• Managed multiple time sensitive jobs for clients  
• Designed custom print solutions for client needs  
• Altered, repaired, or prepared external files for digital and large format printing

EDUCATION

**Master of Fine Arts** **Academy of Art University**  
2007 San Francisco, CA - Animation & Visual Effects

**Bachelor of Science** **East Tennessee State University**  
2002 Johnson City, TN - Engineering Technology: Animation, Illustration, & Multimedia

SKILLS

**Software** Photoshop • Maya • 3D Studio Max • After Effects • Shake • Nuke • Vue • UV Layout •  
Illustrator • InDesign • Deep Paint • Body Paint • Camtasia • Mac OS • Windows • Linux

**Techniques** Matte painting • 3d Modeling • Texturing • Look Development • Compositing •  
Lighting • Editing • 2.5D & 3D Projection setup • Stereoscopic - Projections •  
Graphic Design • Concept Art • Environment Design • Print Production • Illustration •  
Photo-restoration • Motion Graphics