

# Jennifer McKnew

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Digital Matte Artist

Texture Painter

Lighting Technical Director

Digital Composer

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## EXPERIENCE OVERVIEW and SOFTWARE EXPERTISE

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- Senior Digital Artist with 18 years experience at leading visual effects houses
- Career encompasses animated features, live action features, and television episodic work
- Film credits include contributions toward numerous Academy Award nominated films
- Computer graphics work acknowledged with 32 visual effects credits
- Continued success delivering high caliber work under production deadlines, often under bid estimates
- Proven ability to master commercial / proprietary software while meeting production demands
- Meticulous attention to detail, optimize work efficiency, exceptional organizational approach to projects
- Maintain skills and strengths across disciplines (ideal for matte painting) - modeling, texture painting, animation, lighting, rendering, and debugging
- Technical strengths parallel artistic ability
- Brings knowledge of entire pipeline to each task
  
- Proprietary software at Sony Imageworks
  - Digital matte painting / camera projection
  - Texture painting
  - 3D lighting / rendering
  - Digital compositing
  
- Proprietary software at Industrial Light & Magic
  - Digital matte painting / camera projection
  - Texture painting
  - 3D lighting / rendering
  - Digital compositing / Tracking / Stabilization / Articulate roto
  
- Photoshop, Maya, C4D, Bodypaint, Soft Image, Lightwave, Shake, After Effects, Final Cut Pro, Adobe Illustrator

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## PROFESSIONAL EXPERIENCE

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Official Film and Television Credits: [www.imdb.com/name/nm0572020](http://www.imdb.com/name/nm0572020)

<b>Sony Pictures Imageworks</b> , Novato, CA Digital Matte Artist / Texture Painter	<b>2007 - present</b>
<b>Industrial Light &amp; Magic</b> , San Rafael / San Francisco, CA Senior Lighting Technical Director (also crewed as Digital Matte Artist, Texture Painter, and Composer)	<b>1996 - 2006</b>
<b>Pacific Ocean Post</b> , Los Angeles, CA Senior 3D Artist - Generalist	<b>1994 - 1996</b>
<b>The Post Group</b> , Los Angeles, CA 3D Artist - Generalist	<b>1991 - 1992, 1994</b>
<b>Universal Studios / Amblin Entertainment</b> , Universal City, CA 3D Texture Painter (hard surface and organic textures)	<b>1993</b>
<b>Apogee Productions</b> , Los Angeles, CA 3D Artist - Generalist / Electronic Storyboard Artist	<b>1991 - 1992</b>

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## SONY PICTURES IMAGEWORKS (credited projects)

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<b>Hotel Transylvania</b> (currently in production)	Texture Painter / Digital Matte Artist	<b>2010 - 2012</b>
<b>The Zookeeper</b>	Digital Matte Artist	<b>2010</b>
<b>Cloudy with a Chance of Meatballs</b>	Digital Matte Artist	<b>2009</b>
<b>G-Force</b>	Texture Painter	<b>2007 - 2008</b>
<b>I Am Legend</b>	Texture Painter / Digital Matte Artist	<b>2007</b>

## INDUSTRIAL LIGHT & MAGIC (credited projects)

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<b>Pirates of the Caribbean II: Dead Man's Chest</b>	Digital Artist	<b>2006</b>
<b>Eragon</b>	Digital Matte Artist	<b>2006</b>
<b>War of the Worlds</b>	Digital Composer	<b>2005</b>
<b>Star Wars: Episode III - Revenge of the Sith</b>	Digital Matte Artist (Set Extension)	<b>2005</b>
<b>xXx: State of the Union</b>	Digital Matte Artist	<b>2005</b>
<b>Son of Mask</b>	Lighting Technical Director / Digital Matte Artist	<b>2005</b>
<b>THX 1138: Director's Cut</b>	Lighting Technical Director / Texture Painter	<b>2004</b>
<b>Harry Potter and the Prisoner of Azkaban</b>	Digital Matte Artist	<b>2004</b>
<b>Peter Pan</b>	Lighting Technical Director / Digital Composer	<b>2003</b>
<b>Harry Potter and the Chamber of Secrets</b>	Lighting Technical Director	<b>2002</b>
<b>E.T. the Extra-Terrestrial: 20th Anniversary</b>	Lighting Technical Director	<b>2002</b>
<b>Star Wars: Episode II - Attack of the Clones</b>	Lighting Technical Director / Animatics Artist	<b>2002</b>
<b>The Mummy Returns</b>	Lighting Technical Director	<b>2001</b>
<b>The Adventures of Rocky &amp; Bullwinkle</b>	Lighting Technical Director / Digital Composer	<b>2000</b>
<b>Sleepy Hollow</b>	Lighting Technical Director / Digital Composer	<b>1999</b>
<b>Star Wars: Episode I - The Phantom Menace</b>	Lighting Technical Director	<b>1999</b>
<b>Saving Private Ryan</b>	Lighting Technical Director / Digital Composer	<b>1998</b>
<b>Small Soldiers</b>	Lighting Technical Director / Digital Composer	<b>1998</b>
<b>Speed 2: Cruise Control</b>	Lighting Technical Director	<b>1997</b>
<b>Men in Black</b>	Lighting Technical Director / Digital Composer	<b>1997</b>

## INDUSTRIAL LIGHT & MAGIC (uncredited projects)

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<b>Chicken Little</b>	Digital Composer	<b>2005</b>
<b>The Chronicles of Narnia</b>	Digital Artist	<b>2005</b>
<b>Van Helsing</b>	Lighting Technical Director	<b>2004</b>
<b>Men in Black 2</b>	Lighting Technical Director	<b>2002</b>
<b>Jack Frost (in-house test)</b>	Lighting Technical Director	<b>1998</b>

## INDUSTRIAL LIGHT & MAGIC (other projects)

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<b>The Moving Pyramid</b>	Lighting Technical Director / Digital Composer	<b>2001</b>
<b>SIGGRAPH 2K</b>	Lighting Technical Director / Digital Composer	<b>2000</b>

## PACIFIC OCEAN POST

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<b>Star Trek Voyager (2 episodes)</b>	Senior 3D Artist - Generalist	<b>1996</b>
<b>Hellraiser IV</b>	Senior 3D Artist - Generalist	<b>1996</b>
<b>Dolby Digital (theatrical trailer)</b>	Senior 3D Artist - Generalist	<b>1995</b>

## THE POST GROUP

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<b>Lord of Illusions</b>	Senior 3D Artist - Generalist	<b>1995</b>
<b>Deadly Games (TV series; 1 episode)</b>	Senior 3D Artist - Generalist	<b>1995</b>
<b>Weird Science (series pilot and 2 episodes)</b>	3D Artist - Generalist	<b>1994</b>
<b>The X-Files (2 episodes)</b>	3D Artist - Generalist	<b>1993 - 1994</b>
<b>The 45th Annual Emmy Awards</b>	3D Artist - Generalist	<b>1993</b>
<b>20th American Music Awards (2 seasons)</b>	3D Artist - Generalist	<b>1993 - 1994</b>
<b>Discover Magazine (TV science series)</b>	3D Artist - Generalist	<b>1992 - 1993</b>
<b>Various broadcast graphics</b>	3D Artist - Generalist	<b>1993 - 1994</b>

<b>Super Bowl (halftime graphics)</b>	<b>Family Feud (main opening title)</b>
<b>The Broadway Department Store (commercial)</b>	<b>AFI Tribute to Jack Nicholson (opening)</b>
<b>Jerry Lewis Telethon (main opening title)</b>	<b>AVP Volleyball (commercial)</b>
<b>TV Channel (flying logo)</b>	<b>Qwest Broadcasting (flying logo)</b>
<b>Fragile Films (flying logo)</b>	<b>Illinois Lottery (flying logo)</b>

## UNIVERSAL STUDIOS / AMBLIN ENTERTAINMENT

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<b>SeaQuest DSV (series pilot and 5 episodes)</b>	Texture Painter	<b>1993</b>
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## **APOGEE PRODUCTIONS**

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<b>SleepWalkers</b>	Electronic Storyboard Artist	<b>1992</b>
<b>Freejack</b>	Electronic Storyboard Artist	<b>1992</b>
<b>Avalanche</b> (simulation ride)	Animatics Artist	<b>1992</b>
<b>Unsolved Mysteries</b> (5 episodes)	3D Artist - Generalist	<b>1991 – 1992</b>

## **MEMBERSHIPS**

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<b>Art Works Downtown</b> (juried artists' collective), San Rafael, CA	<b>1999 – 2002</b>
<b>Academy of Television Arts &amp; Sciences</b> , Voting Member, Prime-Time Emmy Awards	<b>1994 - 1996</b>

## **TRADITIONAL PAINTING EXHIBITIONS**

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**Juried and solo exhibitions** **available upon request**

## **SELECTED LECTURES**

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<b>Marin School of the Arts</b> , speaker representing Sony Picture Imageworks	<b>2009</b>
<b>Los Angeles SIGGRAPH Chapter</b> , represented ILM in technical director symposium at UCLA	<b>1998</b>
<b>College of Marin</b> , represented ILM in panel discussion on Women in Math /Science Fields	<b>1998 - 1999</b>
<b>American Film Institute</b> , speaker in panel discussion on Women in Film	<b>1993</b>

## **SELECTED PUBLISHED INFORMATION** (name mentioned or featured article)

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<b>Various magazine publications</b>	<b>1992 – 1999</b>
Millimeter, Daily Variety, Hollywood Reporter, Cinefex, Star Wars Insider, Post Magazine, Film & Video, Videography, Shoot Magazine, American Cinematographer	
<b>Saving Private Ryan</b> , collection of photographs by David James	<b>1998</b>
<b>Becoming a Computer Animator</b> (hard copy non-fiction)	<b>1994</b>
Case Study: Jennifer McKnew - 3D Computer Animator	
<b>Video Toaster User Magazine</b> , Jennifer McKnew: American Music Awards	<b>1992</b>

## **EDUCATION**

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<b>UCLA</b>	Bachelor of Arts, Design Golden Key National Honor Society	<b>1990</b>
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~ References and demo reel available upon request ~