

Personal Details

Full Name: Leigh van der Byl

Date Of Birth: 17 August 1979

Nationality: South African

Current Country of Residence: United Kingdom

Email Address: leigh@leighvanderbyl.com / leigh@cgcommunity.com

Work Experience

The Moving Picture Company (MPC), London, England

Senior Texture Artist | October 2008 - Present

Texture painting on various VFX productions.

Framestore, London, England

Texture Artist | February 2007 through September 2008

Texture painting on various VFX and feature animation productions.

Double Negative, London, England

Senior Texture Artist | October 2006 through January 2007

Texture painting on *Stardust*.

Café FX, Santa Maria, California, USA

3D Artist | December 2004 through June 2006

Mostly working with UV mapping, shading and texture painting tasks, but also lighting and a bit of modelling when needed, on various feature films, game cinematic and commercial productions.

Freelance 3D Artist, Cape Town, South Africa

3D Texturing, Modeling and Visual Effects Artist | November 2002 through October 2004

Creating and texturing 3D models and scenes for commercials, documentaries and feature film projects. Notable clients include Cape Town based companies Silicon Suitcase, The Refinery, Digital Junction, Sound & Motion Studios, The Hive, Lodestar, and American studios The Syndicate and Café FX.

Atomic Visual Effects, Cape Town, South Africa

Texturing Artist, 3D Modeler and Visual Effects Artist | July 2001 – November 2002

Primary texture painter for the studio. Also assisted with 3D modeling, compositing and animating on commercials, broadcast branding and music video projects.

Sound and Motion Studios, Cape Town, South Africa

Digital Multimedia Artist | September 2000 – June 2001

Created 2D and 3D graphics and interactive multimedia applications for clients. Worked on digital video edits, corporate branding, titles and animation.

Freelance Multimedia Artist, Cape Town, South Africa

Corporate graphics and CAD | November 1999-August 2000

Worked with corporate branding design, flying logo animation, and branding element animation tasks, in addition to architectural CAD drawing on a freelance basis.

Non-Studio Work

Ballistic Media, Adelaide, Australia (working remotely)
CGTalk.com Forum Manager | November 2003 to Present Day

Community leader and manager of the CGTalk.com online computer graphics forums for professional artists. Duties include assisting artists with advice pertaining to digital artwork, organizing and overseeing art contests, assisting with technical queries for the forums and contributing occasional industry-related articles to the CGSociety.com news portal side of the site.

Universal Computer Arts Academy, Cape Town, South Africa
Part Time Lecturer | July 2003 – October 2004

Taught Photoshop, texture painting and 3D texturing theory to second year animation students, and supervised stop motion animation projects for first year animation students. Also reviewed student show reels and assisted with project critiques.

Mactrain Multimedia College, Cape Town, South Africa
Freelance Lecturer | March 2001 – June 2001

Lectured Mac-based digital video editing, imaging and digital compositing to students.

Education

Damelin Computer School

1999 – Diploma (First Class) in Digital Publishing, Computer Graphics and Animation

College of Cape Town

1996 – National Intermediate Certificate in Art and Design
1997 – National Senior Certificate in Art and Design

Academic Awards

Damelin Computer School

1999 – Merit Award for Outstanding Achievement
1999 – Honors Award for Top Student

Software Knowledge

Operating systems

Linux, Windows, OS X

Software packages

Autodesk Maya	Basic
Pixar Renderman	Basic
Autodesk Mudbox	Basic
Pixologic ZBrush	Intermediate
Autodesk Softimage XSI	Intermediate
NewTek Lightwave 3D	Advanced
Maxon Bodypaint 3D	Advanced
Adobe Photoshop	Expert

Feature Film Work

The Chronicles of Narnia: The Voyage of the Dawn Treader

Creature texture painting (MPC)

Harry Potter and the Deathly Hallows Part II

Environment and prop texture painting (MPC)

Harry Potter and the Deathly Hallows Part I

Character and environment texture painting (MPC)

The Clash of the Titans (2010)

Character and environment texture painting (MPC)

Robin Hood (2010)

Digi-double texture painting (MPC)

Prince of Persia: The Sands of Time (2010)

Environment and digi-double texture painting (MPC)

The Wolfman (2009)

Environment texture painting (MPC)

G.I. Joe: The Rise of Cobra (2009)

Environment, vehicle and digi-double texture painting (MPC)

Dance Flick (2009)

Character texture painting (MPC)

Australia (2008)

Animal, digi-double and environment texture painting (Framestore)

The Tale of Despereaux (2008)

Character and environment texture painting (Framestore)

The Golden Compass (2007)

Character and environment texture painting (Framestore)

Underdog (2007)

Character, digi-double and environment texture painting (Framestore)

Stardust (2007)

Environment texture painting (Double Negative)

El Laberinto Del Fauno (The Pans Labyrinth) (2006)

Creature and environment texture painting, shaders, and lighting (Cafe FX)

Snakes on a Plane (2006)

Creature texture painting and shaders (Cafe FX)

King Kong (2005)

Environment texture painting, modeling and lighting (Cafe FX)

Zathura (2005)

Character texture painting and shaders (Cafe FX)

Fantastic Four (2005)

Character texture painting (Cafe FX)

The Adventures of Shark Boy and Lava Girl in 3D (2005)

Character and environment texture painting, modeling, shaders and lighting (Cafe FX)

Sin City (2005)

Character and environment texture painting, shaders, modeling (Cafe FX)

The Aviator (2004)

Hard surface texture painting (Cafe FX)

Publications**Books:**

3D Studio Max Architectural Visualisation Advanced to Expert – Contributing Author
2009, 3DATS, ISBN 9780979281129

LightWave 3D 8: 1001 Tips and Tricks - Contributing Author
2004, Wordware Publishing, ISBN 1556220901

LightWave 3D 8 Texturing - Author
2004, Wordware Publishing, ISBN 1556222858

Magazines:

Numerous texturing and Photoshop articles for Keyframe Magazine and 3D World Magazine.

Online Publications:

Various self-published articles on texture painting and the 3D industry, in addition to various articles and software reviews for graphics industry websites.