

CHEYENNE CHAPEL

CG Modeling & Set Dressing Artist

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Experience

Set Modeling & Dressing TD Intern, Pixar Animation Studios, Emeryville, CA | June - September 2019
Worked closely with Art and Sets teams to create a variety of props, sets and architecture at show, sequence and shot level.

Pixar Undergraduate Program Intern, Pixar Animation Studios, Emeryville, CA | June - August 2018
Trained and worked within the aspects of the TD pipeline with mentorship from various TDs. Collaborated on a group project and an individual final project using skills learned such as modeling, shading, layout, effects, and lighting.

Student Technician, Texas A&M University, College Station, TX | November 2018 – June 2019
Managed equipment checkout, assisting administrators, and providing any trouble shooting with equipment/programs.

3D Artist Intern, Lucerna Studios | June – August 2017
Worked as a 3D artist intern specializing with modeling and game layout on the mobile game Ember.

Education

Bachelor of Science - Visualization | Art & Architectural History Minor,
Texas A&M University, College Station, TX | August 2015 - May 2019

Activities

Texas A&M ACM SIGGRAPH | August 2015 - May 2019
Industry Relations Officer | Dec. 2017 - June 2018
Member Development Officer | August 2017 - Dec. 2017
Texas A&M Women in Animation | Feb. 2018 - Present
ACM SIGGRAPH Student Volunteer | July - August 2017
Completion of essential duties needed for the conference.

Skills

Software:

Maya | Zbrush | 3ds Max | Houdini | SubstancePainter | Flow | Katana | Presto | Nuke | Renderman | Arnold |
Speed Tree | Adobe Creative Suite

OS: Windows | Mac | Linux

Languages: Python | Mel

Awards

Noreen Grote & MJ Opportunity Award | August 2015 - May 2019
Pixar Aggie Alumni Scholarship | 2018