Gareth Jensen

3D Artist, Texture/lookdev at Facebook
San Francisco Bay Area

Experience

Facebook
Technical Artist- Lookdev/3D
October 2020 - Present (2 years 7 months)
United States

Industrial Light & Magic
6 years 10 months

Texture Supervisor
February 2014 - October 2020 (6 years 9 months)

Texture Supervisor
January 2014 - October 2020 (6 years 10 months)
San Francisco Bay Area

2011 Texture Masterclass Instructor

This class will focus on painting high-resolution organic texture maps for
film industry production, utilizing the remarkably powerful and versatile
texture painting software Mari. Gareth will demonstrate a range of tricks and
techniques that he often utilizes to create the various qualities of lifelike and
believable skin.

Gareth will take a sculpted bust by character designer Scott Spencer from start
to finished render. In addition to demonstrating the tools and his workflow,
Gareth will be covering topics such as the importance of reference and the
qualities of different regions of skin.

fxphd
Instructor
2010 - October 2020 (10 years)
MAR101

Our first ever course in Mari is designed to get everybody up to speed with
this new and excitingly powerful 3D painting package from The Foundry. Mari
is a great leap forward in professional texture painting by being both users

friendly and capable of dealing with a staggering large amount of resolution. Professor Gareth Jensen been working with Mari for the past few years as it was developed at Weta Digital and has continued to use it at Double Negative where he currently works.

MAR301

In this term Gareth will be going into the application of Mari on a high resolution creature for film. He will be covering using Mari in conjunction with other packages and show how you can fit it into your work flow with relative ease. Gareth will be using Mari with Mudbox, Nuke and also show how you can easily use Mari textures in your MentalRay or Renderman set up at home. He will also be covering how to prepare high resolution textures in Photoshop for use in Mari. This will be a project based term showing Gareths process from texturing through to rendering.

Tippett Studio
Senior Painter
February 2012 - February 2014 (2 years 1 month)

Double Negative
Texture Artist
May 2010 - May 2011 (1 year 1 month)

Weta Digital
Texture/Ldev Artist
2008 - 2010 (2 years)

Weta Workshop Ltd
Special Effects Artist
2003 - 2008 (5 years)

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