

ANDREW PETTIT

Look Development Artist

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EXPERIENCE

Shade/Groom Technical Director

[Pixar Animation Studios](#): 06/2022 - Current

Elemental

- Contributed to procedural Houdini networks and VEX scripts for stylized volumetric cloud and fire character materials and lighting techniques
- Collaborated across disciplines to achieve memory and render time efficient assets via USD

Inside Out 2

- Developed PBR garment and skin materials, and painted their respective UDIM textures, for 50+ human background characters in a USD pipeline
- Wholly responsible for creating and mentoring others on curve based weave garment workflows

Unannounced Project

- Groomed and contributed to groom simulation setups for animal characters
- Shaded animal characters' skin and fur in a USD pipeline via MaterialX

Environment Artist & Producer

[BYU, Center for Animation](#): 11/2020 - 06/2022

Cenote, BYU 2022 Capstone Film

- Wholly responsible for developing procedural modeling, texture, and shader processes for jungle environment vegetation and props in a USD Solaris pipeline
- Wrote OSL shaders to generate vegetation patterns and consistent subsurface/transmission relationships
- Responsible for environment layout via procedural and manual methods

AWARDS/RECOGNITION

College Television Award Winner

- *Cenote*: BYU 2022 Capstone Film
- *Stowaway*: BYU 2021 Capstone Film

Siggraph Presenter

- Elemental Characters: Making Characters Out of Thin Air - Elemental, 2023

EDUCATION

Animation B.F.A

Minor, *Computer Science*

Brigham Young University

01/2017 - 04/2022

SKILLS

Software

Substance Painter Houdini

Solaris Arnold Photoshop

Shotgrid Substance Designer

USD OCIO

ZBrush Maya Mari

Renderman Katana Nuke

Unreal Engine Linux

Code

Python VEX OSL

C++ MEL Java

HLSL Javascript

Languages

English Japanese