

ANDREW PETTIT

Look Development Artist

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EXPERIENCE

Shade/Groom Technical Director

Pixar Animation Studios: 06/2022 - Current

Elemental

- Contributed to the technical engineering of procedural Houdini networks to achieve the final stylized volume materials and lighting techniques for air and fire characters
- Collaborated and developed across disciplines to achieve memory efficient and high quality assets

Inside Out 2

- Developed PBR skin and garment materials and textures for 50+ human background characters
- Wholly responsible for creating and mentoring others on curve based weave garment workflows

Environment Artist & Producer

BYU, Center for Animation: 11/2020 - 06/2022

Cenote, BYU 2022 Capstone Film

- Developed procedural modeling, shader, and texture processes for vegetation
- Sculpted high-poly meshes for low poly texture generation
- Responsible for environment layout and composition via procedural and manual methods

VR Environment Artist

BY, School of Religion: 10/2020 - 3/2022

- Modeled and textured low poly building and prop assets for level editors in game environments
- Documented team asset and pipeline workflows for Unreal Engine 4

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

Substance Designer ZBrush

Maya Houdini Unreal Engine

Mari Renderman Arnold

Katana Nuke USD

Linux

Code

Python C++ VEX

MEL Java Javascript

OSL HLSL

Languages

English Japanese