

Joshua Marvel

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Experience

Freelance Lighting, Texture and Composite Artist

Anzovin Studio | Florence, MA | 2005 - Present

Performing lighting, texturing, shading, rendering, compositing, modeling and illustration duties for a variety of animation projects for television, games and the web. Created matte paintings and character textures for a Salesforce Chatter advertisement that screened during the 2011 Superbowl. Produced the lighting look, character shading, matte paintings, rendering pipeline and all final shots for Anzovin's 2010 short film, *Eleven*.

Freelance Lighting Artist

Doodle Pictures Studios | Enfield, CT | 2009 - 2010

Developed scene textures and lighting designs. Lit, rendered and composited final shots for Lego Star Wars web featurettes. Subcontracted from Anzovin Studio.

Modeler

Hatchling Studios | Portsmouth, NH | summer 2004

Created the set for Hatchling's CG short film, *The Toll*.

Education

Bachelor of Arts

Hampshire College | 2001 – 2005

Concentration in computer animation. Thesis: *Shift*, an animated short film that explored the change over time between civilized and natural settings. Watercolor and 3D animation were combined to create a subtly living environment. Screened at multiple international film festivals.

Skills

Media and Tools

CG lighting, node and layer-based compositing, shading, texture and matte painting, 3D illustration, modeling and photography. Extensive experience with Maya, Mental Ray, Modo, Shake, After Effects, Windows and Mac. Some experience with The RenderMan Shading Language, C++ and Unix. Excellent communicator who always seeks to improve efficiency and creativity within the production environment. Enthusiastic about constructive criticism in all forms.

References available on request.