

MARTIN MURPHY

Vancouver, British Columbia
Canada
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SHOWREEL: <https://vimeo.com/347850451>
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OVERVIEW

16+ years experience working in film as a digital modeler and texture artist.

Traditional oil on canvas portrait work.

With a background in professional dance Martin participated in motion capture sessions for

- Son of Mask
- Pirates of the Caribbean: On Stranger Tides
- The BFG (test)
- Kong: Skull Island
- Star Wars: Rogue One

WORK EXPERIENCE

LUCASFILM, Industrial Light & Magic
Vancouver, Canada 2017 - 2019

- 2019 Texture Supervisor
- 2018 Aquaman (Texture Supervisor)

LUCASFILM, Industrial Light & Magic
San Francisco 2007 - 2016

Supervising assets including any supporting ILM offices and outside vendors. Supervising and mentoring artists on the crew. Creating looks and workflows for textured assets.

- 2017 Kong: Skull Island (texture artist supervisor)
- 2016 Deepwater Horizon (texture artist)
- 2015 Jurassic World (texture artist supervisor)
- 2015 Tomorrowland (texture artist supervisor)
- 2014/I Unbroken (model and texture supervisor)
- 2014 Transformers: Age of Extinction (texture artist)
- 2013 Pacific Rim (texture artist)
- 2013 The Lone Ranger (texture artist)
- 2012 The Avengers (texture artist)
- 2011 Cowboys & Aliens (texture supervisor)
- 2011 Rango (lead texture artist)
- 2009 Terminator Salvation (texture artist)

LUCASFILM ANIMATION

Skywalker Ranch and Big Rock Ranch 2006 - 2007

Developing tools, workflows, and asset looks for future feature animation projects. Model and texture supervisor.

- 2015 Strange Magic (texture artist)

LUCASFILM, Industrial Light & Magic
San Rafael and San Francisco 2002 - 2006

Digital modeler and digital matte painter.

- 2006 Pirates of the Caribbean: Dead Man's Chest (digital modeler)
- 2005 Star Wars: Episode III - Revenge of the Sith (digital matte painter)
- 2004 A Series of Unfortunate Events (lead digital modeler, digital matte painter)
- 2003 Pirates of the Caribbean: The Curse of the Black Pearl (digital modeler)

DIGITAL EXTREMES Computer game developer

London Ontario Canada 1999 - 2001

Creating character and environment textures, promotional images for print and packaging.

- 2002 Unreal Tournament 2003 (texture artist)

FREELANCE DIGITAL AND TRADITIONAL ARTIST
Toronto, 1997-1999

- Digital illustrations for magazines, online advertisements, packaging.
 - Commissions for oil on canvas portraiture
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SOFTWARE

Mari, Photoshop, Zbrush, Illustrator, Painter, Maya, Modo, Vue, Premier, Final Cut, Lightwave

AWARDS

- VES (Visual Effects Society) Nomination for Outstanding Models in a Photoreal or Animated Project (Indominus Rex: Jurassic World)
 - VES Award for Outstanding Environment in an Animated Feature (Rango)
 - VES Nomination for Outstanding Performance by an Animated Character in a Live Action Motion Picture (Sunny: A Series of Unfortunate Events)

 - Rango received the Academy Award for Best Animated Feature (2012).
 - Pirates of the Caribbean: Dead Man's Chest received the Academy Award for Best Achievement in Visual Effects (2007)
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EDUCATION

Ontario College of Art and Design
Toronto Ontario, Canada 1983 -1985

- Communication & Design: Editorial Illustration