

Summer Benton  
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# Summer Benton

**MASTER OF FINE ARTS, Digital Production Arts**, *Clemson University*

*Clemson, South Carolina* May 2017

**BACHELOR OF ARTS, Media Arts**, *University of South Carolina, minor in Fine Arts with emphasis in painting*

*Columbia, South Carolina* May 2014

**Technical and Production Program Skills:** Maya, Mari, Zbrush, Mudbox, Nuke, Houdini, Substance Painter, Unity  
Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Final Cut Pro  
Renderman, Arnold, V-RAY  
C, C++, Python, RSL  
Shotgun Production Pipeline, Professional Render Queue, and Professional Production Pipeline Experience  
Linux, Mac, and Windows

## PROFESSIONAL EXPERIENCE

### FREELANCE ARTIST, REMOTE WORK

*Central, South Carolina* June 2017 – Current

- Model and Texture Artist for various companies for short term projects including short animations, apps, and video games
- Models in Maya 2016 and Zbrush
- Paints texture maps in Mari

### INSTRUCTOR, CLEMSON UNIVERSITY

*Clemson, South Carolina* August 2017 – Current

### GRADUATE STUDENT INSTRUCTOR, CLEMSON UNIVERSITY

*Clemson, South Carolina* August 2017 – Current

- Teaches Digital Production Arts 3070/3071 which covers the basics of 3D modeling, surfacing, rigging, animation, lighting and rendering
- Taught over one hundred and twenty students the undergraduate animation production course using Maya 2016, Adobe Photoshop, Adobe Premiere Pro
- Resulting projects are the students' individual 15-second short films
- Responsible for successfully directing, motivating, and aiding the artists in their projects while maintaining a very strict schedule
- Troubleshoots model, shader, rig, animation, lighting, and render errors in Maya 2016
- Responsible for grades and other confidential information, curriculum development, and strong leadership and communication for this course and lab

### GRADUATE STUDENT TEACHER ASSISTANT, CLEMSON UNIVERSITY

*Clemson, South Carolina* August 2015 – December 2015

- Assisted teacher in troubleshooting user and technical issues while teaching Digital Production Arts 3070/3071
- Taught Maya 2014
- Responsible for feedback and other confidential information as well as strong leadership and communication for this lab

### PRODUCTION ASSISTANT AND FILM INTERN, ENCORE VIDEO PRODUCTION

*Myrtle Beach, South Carolina* May 2014 – July 2014

- Served as production assistant during live-action sizzle reel
- Involved in organization and obtainment of signatures for actor and location release forms as well as taking continuity photographs
- Worked with setting up equipment and helping maintain green screen room as well as outdoor environments
- Worked with Flash, Photoshop, Microsoft Word,
- Worked with lights, film cameras, sound recording equipment, and types of other live action equipment

### ANIMATION INTERN, WINGARD GRAPHICS AND ANIMATION

*Columbia, South Carolina* June 2013 – July 2013

- Studied and produced motion graphics and animations
- Worked with Adobe After Effects, Flash, Photoshop, Illustrator, and the ProAnimator plug-in

## RELEVANT PROJECTS

### CRAVING CRUSTACEAN

*DreamWorks Mentorship Program* May 2015 – August 2015

- Character Model and Character Surface Artist for DreamWorks Animation and Clemson University professional short film
- Modeled and surfaced main crab hero
- Surfaced secondary crab character
- Edited and designed sound and credits
- Worked under guidance and feedback of DreamWorks production artists
- Modeled and connected shader networks in Maya 2014
- Painted diffuse, SSS, specular, and displacement maps using Mari
- Used a professional render queue and professional pipeline system
- Rendered film using Renderman 18
- <http://vimeo.com/136538548>

### SPRINT: A Day in the Connected Life.

*Moondog Animation* September 2017

- Environment Artist for a short, informative animated film
- Modeled the apartment environment for Moondog Animation company on their Sprint animation production.
- Responsible for modeling based on quick concept art for the living space.
- Modeled in Maya 2016 according to concept art

### INTERCEPT

*Jordan Gestring Thesis* January 2016 - current

- Primary surfacing artist, a camera operator, and a production assistant
- Served as camera operator during actor interviews
- Involved in organization and obtainment of paperwork as a production assistant during filming
- Worked with setting up film equipment
- Using a professional pipeline system
- Paint diffuse, specular, and displacement maps in Mari according to concept art

**SPANISH MOSS RENDERMAN SHADER***Personal Thesis* August 2016 - April 2017

- Shader Writer for a Renderman shader for Spanish moss
- Wrote code that incorporated proper light reactions using BRDF, BTDF, and surface scattering calculations, color blending using FBM noise, and displacement using noise in order to create a realistic texture for the moss.
- Used Maya 2014 for shader networks
- Used a professional render queue and professional pipeline system
- Rendered using Renderman 18
- [http://tigerprints.clemson.edu/all\\_theses/2603/](http://tigerprints.clemson.edu/all_theses/2603/)

**TAKO PERDITION***Goblin Bashing Studios* November 2017 – Current

- Prop Artist for a first person, horror, puzzle game
- Responsible for the modeling and surfacing of assigned props
- Model in Maya 2016
- Paint texture maps in Photoshop and Substance Painter

**TECHFIT***Tech Fit* June 2017 – Current

- Model and Surface Artist for a VR/AR startup company
- Involved in the research of current prosthetic styles and the influence of 3d printing in prosthetics.
- Responsible for modeling and surfacing various prosthetic leg models for an interactive program and 3d printing project that will enable prosthetists and users to custom create waterproof prosthetic legs.
- Involved in the production and development of a mobile fantasy game app
- Model using Maya 2016
- Paint texture maps in Mari and Photoshop