

ALEX JENYON

Digital Matte Painter and VFX Concept Artist

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Immigration status:

UK Citizen
Canadian Resident

Employment History

Cinesite (Europe) Ltd.

July 2009 - Ongoing

Matte painting and VFX concept design for high-profile feature films, including 'Leap Year', 'Clash of the Titans', 'Prince of Persia', 'Narnia' and 'John Carter of Mars'.

Helped set up the matte painting pipeline at Cinesite, including design of 2.5D workflows, directory structures and helper scripts for Vue, Photoshop and Nuke.

Rushes Postproduction Ltd.

July 2006 - January 2009

Freelance matte painting, concept design, storyboarding, pre-visualisation, and texture work on commercials, TV and Feature Film.

Projects included 'Human Body: Pushing the Limits' (emmy nominated for outstanding vfx), 'Stardust', 'Telstar', 'Rock'n'Rolla' and 'Lesbian Vampire Killers'.

Freelance

June 2004 - July 2009

Matte painting and concept art for freelance clients. Major projects included:

PaintingPractice
Nice Biscuits
Start Creative / Virgin Galactic
Bitstate
FlamingCGI

The Mill

Pragma Gaming
Bolexbrothers
Chrome Productions
ImagineFX Magazine
Pearson Education (France)

'The Day of the Triffids' - TV Movie
Nature Valley / Co-op Commercials
Spaceport Visualisations
'Yes, Veronica' - TV Animation
Architectural visualisations for 'Dubailand',
'KAEC' and 'La Mondial'
Commercials for 'Audi', 'Shell',
'Powerade', 'Tesco' and 'Guinness'.
Set designs for 'Pragma Poker'
'Grass Roots: The Movie' (Animation)
Music video and promo design
Illustration Commission
'Créer avec SketchUp' Co-author

Skillset

Experienced in all areas of a modern digital matte painting pipeline, including colour management, 2.5D projection workflows, CG integration and Stereoscopic 3D.

Able to create photo-real or stylised environments and landscapes under tight deadlines, with a particular emphasis on 'invisible' matte work.

Capable of producing concept paintings and storyboards to solve production issues, and communicate ideas to artist and clients in a clear and useful way.

Thorough knowledge of traditional art techniques, including composition, perspective and colour theory.

Good understanding of the entire VFX process, with experience in a wide variety of departments, including modeling, texturing, animation, compositing and on-set supervision.

Calm, professional attitude and great attention to detail, with experience of dealing with high profile clients.

Software Experience

Photoshop / Painter

2D paint work, including matte painting, concept art, texturing and print graphics

SketchUp

Rapid 3D pre-visualisation and sketching. Have published several tutorials and scripts for SketchUp, and co-authored a book 'Créer avec SketchUp' showcasing the possibilities of the software.

Nuke / Shake / Fusion

Digital compositing, including 2.5D projection and feature film work.

Vue

Digital environment and element creation. Contacted by e-on software (makers of vue) to showcase my work on their 2010 showreel.

Zbrush

3D texturing, sculpting and normal mapping, primarily for environmental work.

Maya

Modeling, procedural animation, texturing / camera mapping, rendering with 'mentalray' and 'renderman'.

Additional experience with:

Illustrator, Modo, Flash, Vectorworks, Dreamweaver and Final Cut Pro.

Education

BA (Hons) Theatre: Design for Performance at Central Saint Martins College of Art and Design (part of University of the Arts, London)

Graduated in June 2004 with a 2:1

Course included training in Set, Costume and Lighting Design, Draughting, Modelmaking and CAD.