



SONALI DUTTA

LOOK DEVELOPMENT ARTIST

www.sonolid.net
sonolid@mac.com

SKILLS

SOFTWARE

- Maya
- Houdini
- Mari
- Substance Painter
- Substance Designer
- Gaffer
- USD
- XGen
- Photoshop
- Unreal Engine
- UVLayout
- Nuke

RENDERERS

- RenderMan
- Arnold
- Mantra

ARTISTIC

- Look Development
- Texturing
- Grooming Hair & Fur
- Lighting & Compositing
- Modeling
- Painting & Drawing
- Photography

EDUCATION

UNREAL FELLOWSHIP

for Virtual Production
March - April 2021

SAVANNAH COLLEGE OF ART AND DESIGN

Graduated **May 2019**.
Magna Cum Laude.
BFA in Visual Effects
2015-19, Savannah, GA

EXPERIENCE

IMAGE ENGINE DESIGN

Look Development Artist. 2021 – present, Vancouver, BC, Canada

- Produced photoreal shading for characters, props, and environments for visual effects
- Developed physically-accurate light rigs to match live-action references
- Painted and procedurally generated textures for environments and vehicles

BLUE SKY STUDIOS

Character Artist - Materials. 2019 – 2021, Greenwich, CT, USA

- Created materials using hand-painted and procedural textures
- Collaborated with art directors to achieve aesthetic goals on *Nimona* (2022) and unannounced projects for characters and environments
- Debugged technical issues, wrote documentation, and trained other artists within new USD, RenderMan, and Houdini pipeline

Character Intern. 2019, Greenwich, CT

- Groomed and textured characters under the mentorship of senior artists from Fur and Materials departments
- Responsible for fur and materials for assets on *Nimona*

MENTORED PROJECT, THE MILL

Savannah College of Art and Design. 2017, Savannah, GA

- Collaborated with other VFX students under the mentorship of senior artists from The Mill NY
- Responsible for asset creation, lookdev, lighting, & compositing
- Integrated CG elements & effects onto live-action plates

COLLABORATIVE PROJECTS

Wander. Animated short film. Technical Director, 2018 – 19

- Responsible for shading, surfacing, and grooming hero characters & assets
- Worked closely with large team to achieve final look of assets and met tight deadlines during regular dailies
- Created "how-to" guides for teammates and assisted in troubleshooting any technical issues

CREDITS

- Obi-Wan Kenobi (2022)
- Hawkeye (2021)
- Book of Boba Fett (2021-22)
- Snowpiercer: Season 3 (2022)
- School for Good and Evil (2022)
- Moon Knight (2022)
- Swan Song (2021)
- Nimona (2023)
- Scrat Tales (2022)