

Garrett Bouton

SENIOR ENVIRONMENT ARTIST PROCEDURAL SCATTERING SPECIALIST

SUMMARY

With nearly a decade of experience in crafting immersive 3D environments for feature animations and games, my expertise lies in look development, team leadership, and procedural scattering techniques. Possessing a versatile combination of strong creative, technical, and leadership skills, I'm highly motivated to take on any challenge at a high standard.

EXPERIENCE

ENVIRONMENT LOOKDEV LEAD CINESITE

July 2018 – Present

- Lead artist for Disney's Iwaju series, HITPIG, Paws of Fury: Legend of Hank, Riverdance: the Animated Adventure, and The Addams Family.
- Spearheaded the development of several iterations of procedural scattering workflows from XGen to Houdini for the Asset Environment team.
- Developed node-based shading template workflows in Gaffer that improved efficiency for artists and ease of training for new hires.
- Led a talented team of up to 20 texturing and surfacing artists in creating detailed environment sets and props, resulting in a consistent increase in quality and efficiency from project to project.
- Mentored and trained artists of all levels in a variety of software including: Houdini, Maya, Substance Painter & Designer, and Mari.

ASSOCIATE MODELER ELECTRONIC ARTS (PVZ: GARDEN WARFARE 2)

March 2015 – September 2015

- Gained invaluable experience working in a dynamic and fast-paced game studio environment with cutting edge tools and software.
- Concepted designs for the Worlds team and turned those ideas into a variety of environment props, sets and vehicles to completion, from modelling and surfacing to animation.

SURFACING ARTIST RAINMAKER ENTERTAINMENT

March 2014 – March 2015

- Worked on Open Season 4, Barbie, and Bob the Builder TV Series
- Contributed to the modeling and surfacing a diverse library of assets including characters, sets, props and vehicles

CONTACT

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ABOUT ME

I love to motivate others and bring out the best that they have to offer. Nothing brings me more joy than seeing those around me succeed. I have a passion for collaborating with talented artists and creating beautiful work – and won't stop until I find a solution.

EDUCATION

ART INSTITUTE OF VANCOUVER
Associate of 3D Modeling for
Animation and Games

SKILLS

- Look Development
- Team Management & Leadership
- Troubleshooting and Problem Solving
- Procedural Scattering
- Maya
- Substance Painter
- Houdini