



Christin Scarborough

Previs and Layout Artist

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 www.cscarborough3d.com

 <https://www.linkedin.com/in/christin-scarborough>

SOFTWARE

Autodesk Maya

Blender

Unreal Engine

DaVinci Resolve

Adobe Premiere Pro

Adobe After Effects

Adobe Photoshop

Shotgrid

Nuke

Windows / Mac / Linux

SKILLS

Previs / Layout

3D Animation

3D Modeling

Python Scripting

Technical Directing

Video Editing

Mocap Clean Up

Mocap Data Transfer

EDUCATION

Bachelor of Fine Arts - 2017

3D Animation and Visual Effects

School Of Visual Arts (SVA NYC)

Associates in Science - 2012

Computer Science

Caribbean Examination Council (CXC)

ACHIEVEMENTS / AWARDS

(2018) ADC Annual Awards - Merit Winner

(2018) MystiCon Independent Film Festival

- Award Winner

(2017) SVA - Outstanding Achievement Award

(2014, 2015) Work featured on the homepage of

SVA Portfolios website

EXPERIENCE

88 Pictures Canada | Previs Artist | November 2023 - Present

- Create 3D previsualization sequences
- Create scene layouts including camera animation, set dressing, staging, blocking, and lighting
- Develop 3D assets including characters, props, and environments based on concept art or reference materials
- Identify and address technical and creative challenges to ensure the quality and efficiency of previsualization work
- Present ideas to aid the story

Atomic Cartoons | 3D Layout Artist | October 2021 - November 2023

- Laid the groundwork for sequences by animating camera and blocking out character animation
- Set dressing
- Translated existing storyboards into 3D visuals to tell a story

Tangent Animation Ontario Inc | 3D Layout Artist | Nov 2019 - Aug 2021

- Laid the groundwork for sequences by animating camera and blocking out character animation
- Set dressing
- Translated existing storyboards into 3D visuals to tell a story

MPC Montreal (Technicolor) | 3D Layout Artist | May 2019 - Nov 2019

- Staged and blocked cameras and assets for shots, ensuring that the previs matched the client's or VFX Supervisor's vision
- Set dressing
- Troubleshoot match move cameras
- Re-racked plates
- Ensured shot continuity of assets throughout sequence

Rooster Teeth | 3D Layout Artist | Jun 2018 - Apr 2019

- Created scene layout, staging, and camera animation for cinematics
- Transferred and edited mocap data
- Scripted tools in Python that were integrated into the pipeline
- Documented standard operating procedures for company wiki

The Third Floor Inc | Previs Shot Creator/Animator | Jan 2018 - May 2018

- Animated camera and characters for feature films
- Edited Mocap Data
- Rigged assets

SVA Student Film (Playground Warfare) | Director | Sept 2015 - May 2017

- Director / Writer / Technical Director / Animator / Modeler / Rigger