

CHRIS LEATHERS

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3D ARTIST | ANIMATED TV SERIES

New York, NY.

WWW.CHRISLEATHERS.COM

ABOUT:

Chris Leathers is a talented and innovative **3D Set Modeler & Props Artist** with 8+ years of experience designing and building **sets and environments for animated television series**.

EXPERIENCE:

3D ANIMATOR & 3D ENVIRONMENT ARTIST

12/2020 - 07/2024

THE SESAME STREET WORKSHOP

Freelance | Remote, NY.

The Sesame Street Workshop is part of the Children's Television Network and creates Muppet based shows for Kids.

- Recreated original real world Muppet stage sets in 3D, driving innovation while preserving original real world details.
- Created digital doubles for Elmo's bedroom, Elmo's living room, and Cookie Monster's Food Truck.
- Created 3D animated backgrounds for Cookie Monster's YouTube dream sequence.

3D SET MODELER & SUPERVISING 3D ARTIST

03/2008 - 08/2008

ANIMATION COLLECTIVE - (NICK TOONS/LIONSGATE)

Full Time | On Site, NY.

Animation Collective is an NYC based animation Studio.

- Led the successful bid to move production from India to the USA, providing renders and demonstration of concept art.
- Supervised a team of 14+ 3D artists for the **Speed Racer - The Next Generation** cartoon series.
- Created large, unique 3D environment set, every two weeks for the race sequences of the show.
- Managed technical direction and the rendering pipeline, and maintained artistic consistency across 3D assets.

3D SET MODELER & 3D CHARACTER ANIMATOR

04/2005 - 08/2007

ANIMATION COLLECTIVE - (NICKELODEON)

Full Time | On Site, NY.

Animation Collective is an NYC based animation Studio.

- Created cinematic 3D environment models for the **Nickelodeon cartoon series Kappa Mikey (seasons 1 & 2)**.
- Rigged, animated, and lip-synced hard-surface characters, contributing to fluid and engaging character performances.
- Ran 3D simulations and created toon shaded particle systems, enhancing visual and dynamic elements of the show.

3D SET MODELER & 3D ANIMATOR

02/2001 - 08/2001

FRANK VITZ - (PBS)

Full Time | On Site, MA.

Frank Vitz is a VFX director and independent CG production studio.

- Worked under Frank Vitz, visual effects artist for TRON and X-Men movie series, to create 3D animated shots.
- Managed complex 3D sets, high-resolution models, textures, and lighting rigs in Maya within a UNIX environment.
- Composited HD shots and integrated visual elements in After Effects and Elastic Reality.

EDUCATION:

- Bachelors of Fine Art, **Rhode Island School of Design**, Providence, RI.
- Certificate in Advanced 3D Modeling and Surfacing, **CG Spectrum**, New York, NY.

PROJECTS:

Sesame Street (**PBS**), Kappa Mikey Seasons 1 & 2 (**Nickelodeon**), Speed Racer The Next Generation (**Lion's Gate Films, Nicktoons**), Evolution Darwin's Dangerous Idea (**PBS**), Trident Gum, Black rock TV commercials (**Star dust TV**)

SKILLS:

Maya, Zbrush, Substance Painter, Unity, Unreal Engine 4, After Effects, Davinci, Blender, ComfyUI, Project Management, Problem Solving, Conceptual Thinking.

NATIONALITY:

U.S. and E.U.