

Zhara Honoré

3D Artist

www.zharahonore.com

Contact

zharahonore@gmail.com

linkedin.com/in/zharahonore

Education

RINGLING COLLEGE OF ART AND DESIGN

BFA Computer Animation

2014 - 2018

Skills

- Animation
- Previs
- Postvis
- Rotoscope
- Compositing
- Camera Tracking
- Motion Capture

Software and applications

- Maya
- Adobe After Effects
- Adobe Photoshop
- Adobe Premiere
- Unreal Engine
- PFTrack
- Nuke
- Substance Painter
- ZBrush
- Unity
- Shotgrid

Experience

MPC FILM

Visualization Artist | 2022

- Set up scenes and cameras from storyboards to provide Previs for upcoming Netflix Original '**Back in Action**'.
- Cleaned up and adjusted Motion Capture animation to fit 3D sets, props and environments.
- Worked alongside Unreal Engine artists to provide animation to be used for Apple TV+'s '**Prehistoric Planet**' virtual reality adaptation.

OPSIS

Visualization Artist | 2021 - 2022

- Used camera staging and animation to create Previs for titles such as Sony's '**Harold and The Purple Crayon**', Columbia Pictures' '**65**', Netflix's '**Rebel Moon**', Paramount Pictures' '**Secret Headquarters**' and Draft Kings Super Bowl LVI commercial '**Fortune - Life's a Gamble**'.
- Used camera tracking, frame extension, roto, paint outs and compositing of assets to provide final VFX for '**Secret Headquarters**'.
- Created render passes for complex scenes to be used for final VFX for Netflix's '**Hacks**'.

MPC FILM

Visualization Artist | 2020 - 2021

- Previs and postvis for Disney's Emmy Award-Winning Original Movie '**Chip N Dale: Rescue Rangers**'.
- Staged sequences in Maya based on animatics.
- Roto, wire removal, color correction, camera tracking, paint outs and compositing of previs elements with live-action photography.

PIXOMONDO

Previsualization Artist & Animator | 2019 - 2020

- Hand keyed final character animation for Disney's '**The Mandalorian**'. Animated creatures in Maya using live-action plates and lidar scans to blend seamlessly into shot.
- Previs character and camera animation for CBS's '**Star Trek: Short Treks**', Apple TV's '**For All Mankind**', CBS's '**Star Trek Discovery**' and '**Star Trek: Picard**' and Amazon Studios' '**The Tomorrow War**'.
- Used Maya Arnold renderer to create lighting setups for scenes in '**Star Trek: Short Treks**'.

METHOD STUDIOS

CG Generalist - Animator | 2018

- Animation for augmented reality, virtual reality and commercial projects including Fallout 76 and Dreamscape Immersive.
- Collaborated with software developers to integrate animations from Maya into Unity.

DIGITAL FRONTIER FX

Animator | 2018

- Animated high-density spaceship battle shots and sequences for '**Star Trek: Fleet Command**' video game trailer.