

Zhara Honoré

CG Artist

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PASSWORD: zhonore

EDUCATION

Ringling College of Art and Design, Sarasota, FL
Bachelor of Fine Arts

Major: Computer Animation

AWARDS & ACCOLADES

St. Louis Film Festival – Winner, Best Animated Short 'Tiffanys' (2018)

Midwest Horror Fest – Winner, Best Animated Film 'Tiffanys' (2018)

EXPERIENCE

Previs Artist/Animator, Pixomondo LLC, Santa Monica, CA (2019 – present)

- Final character animation for Disney's 'The Mandalorian'
- Previs, final animation and lighting for CBS's 'Star Trek: Short Treks'
- Previs animation for Apple TV's 'For All Mankind'
- Previs animation for CBS's 'Star Trek Discovery'

Animator/CG Generalist, Method Studios & Method EXP, Santa Monica, CA (2018)

- Animated characters for 'Fallout 76' game trailer
- Rigged and animated creatures for Apple's [AR]T Walk series

Previs Artist/Animator, Digital Frontier FX, Los Angeles, CA (2018)

- Created shots and sequences for 'Star Trek' video game trailer
- Animated props and vehicles
- Established animation blocking, camera positioning and animated camera movement
- Worked closely with supervisor on iterations of each of each shot/sequence

Lighting & Compositing Artist/CG Generalist, Ringling College of Art and Design, Sarasota, FL (2017-2018)

Produced a 5-minute CG animated short film, 'Tiffanys'.

- Partnered with two other students to develop an original story into a 5 minute CG animated short
- Lead lighting and compositing look development
- Responsible for storyboarding several sequences and designing characters from initial concept to final design
- Fully modeled, textured and rigged one main character and 10+ assets and environments
- Fully animated 30+ shots – both character and prop animation
- Designed color keys for 30+ scenes, lit using Arnold, then composited final sequences using Nuke
- Worked in production management role, creating industry standard work environment.

SKILLS

Advanced proficiency with Mac and PC platforms as well as Linux

Software: Autodesk Maya | Arnold | Nuke | Unity | Unreal Engine | Motion Capture | V-Ray | Adobe Premiere | Photoshop | Illustrator | Audition | ZBrush | Pixar Renderman | Substance Painter | 3D Coat | Adobe Creative Suite | Shotgun