Rachael T. Chiarella
Environment and DMP Artist

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Experience:

Digital Domain: Environment Artist (November 2020-Present, Montréal, QC Canada) Work on environments that include matte paintings/projections, set extensions, lookdev, texturing, modeling, and sculpting.
- **-Fantastic Beasts: The Secrets of Dumbledore:** Lookdev and texturing for Bhutan mountain and mountain ranges, DMP set extensions, snow, and terrain.
- **-WandaVision:** DMP set extensions and complex projections, 3D environment extensions, lookdev, texturing, and modeling.
- -**Lost In Space Season 3:** Modeling/sculpting of alien bridge normal/destruction versions, and sculpted Hoodoos.
- -**Loki:** Modeling and design for building.
- -**Black Adam**: DMP set extensions on buildings, interiors, and landscape.
- -**Blue Beetle**: To be released soon.

Reel FX: Matte Painter (November 2019-October 2020, Montréal, QC Canada)
- -**SCOOB!**: Digitally painted landscapes and cloud cycloramas for feature animation.
- -**Rumble**: Digitally painted cycloramas of clouds, mountains, landscapes, and paint-over CG models.

MPC: DMP/Environment Artist (May 2017-November 2019, Montréal, QC Canada)
- -**1917**: DMP for both organic and inorganic objects, complex projection setups, and large coverage projections for fields.
- -**Godzilla: King of the Monsters**: DMP extensions adestruction projections, full scale environment composition/set dressing for large environments, modeling, and texturing.
- -**Justice League**: Enhanced 3D environments with set dressing, layout, and scattering of plants and rocks.
- -**Artemis Fowl:** Building and interior DMP extensions, skies, landscape composition, sculpting, and scatter systems.
- -**X-Men: Dark Phoenix**: Full scale environment scatter of plants, rocks, and trees for large distance.

MPC Academy Training: Junior Digital Matte Painter (May 2017-August 2017, Montréal, QC Canada)
Trained from previous MPC movies and live footage. Matte painting, projections, lookdev, and modeling.

Green Harvest Production: Compositor (July 2016-September 2016, Orlando, Florida) Integrated textured CG objects and lighting onto raw film footage. Manipulated through clean plates and matte paintings.

Three To Get Ready: Partner/Co-Founder (2013-Present) One of three creators and founders of a website, graphic design, and digital media business. Work with clients to develop their brand and manage finances.

Likeable Local: Graphic Designer (May 2014-May 2015, New York, New York) Created content for social media and advertisements using typography and design. Managed ads for small businesses.

Skills:

Matte Painting, Digital Painting, Lookdev, Texturing, 3D Modeling and Sculpting, Layout/Set Dressing and Scatter, Compositing, 2D Animation, Web Design, Graphic Design, Figure Drawing, Drawing

Programs:

Nuke, Photoshop, Maya, Mari, ZBrush, Substance Painter, Mocha, Mash
Adobe Creative Suite, Wordpress, CSS, HTML, Shotgun Studio, 5pm

Education:

Marist College
(2009-2013, Poughkeepsie, New York)
B.S. Digital Media and B.A. Fine Arts | Minor: Accounting
Dean's List (2009-2013) | Summa Cum Laude | 3.89 GPA

The Digital Animation & Visual Effects School
(2015-2016, Orlando, Florida)
VFX Production Diploma

Honors and Awards:

Academy Award for Best Visual Effects | BAFTA: 1917
Alpha Chi National College Honor Society: Member
The National Society of Leadership and Success: Member