

# HEATHER ABELS

VFX Supervisor / Matte Painting Supervisor / Sr. Matte Painter

## CONTACT

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## TECHNIQUES

MATTE PAINTING  
2.5D PROJECTIONS  
MODELING  
TEXTURING  
LOOK DEVELOPMENT  
COMPOSITING  
LIGHTING  
EDITING  
STEREOSCOPIC PROJECTIONS  
GRAPHIC DESIGN  
CONCEPT ART  
MOTION GRAPHICS  
ENVIRONMENT DESIGN  
PRINT PRODUCTION  
ILLUSTRATION  
INSTRUCTION

## EDUCATION

**MFA: Animation & Visual Effects Academy of Art University**  
SAN FRANCISCO, CA • 2007

**BS: Engineering Technology East Tennessee State University**  
JOHNSON CITY, TN • 2002

## WORK EXPERIENCE

**WINDMILL LANE**  
EPISODIC

**Sr. Matte Painter**

DR. WHO • 2024  
THE TOURIST • 2023  
DISCOVERY OF WITCHES • 2021

**POWERHOUSE VFX**  
EPISODIC & FEATURES

**Matte Painting Supervisor**

THE GILDED AGE • 2023  
PALM ROYALE • 2023  
MRS DAVIS • 2023  
MANIFEST • 2023  
DUMB MONEY • 2023  
THE BARBIE MOVIE • 2023

**NETFLIX ANIMATION STUDIOS**  
STOP MOTION FEATURE

**VFX/Digital Supervisor & Matte Painting Supervisor**

WENDELL & WILD • 2022

**LVLY NY**  
COMMERCIALS

**Matte Painter**

MAYBELLINE • 2024 • 2023 • 2020

**METHOD STUDIOS**  
EPISODIC

**Sr. Matte Painter**

THE LORD OF THE RINGS: THE RINGS OF POWER • 2022

**FRAMESTORE**  
COMMERCIALS

**Sr. Matte Painter**

HELLO SUNSHINE, LAWLESS, TOYOTA • 2021

**DISNEY ANIMATION STUDIOS**  
FEATURE ANIMATION

**Set Extension**

ENCANTO • 2021  
FROZEN 2 • 2019  
ZOOTOPIA • 2015  
MOANA • 2015  
BIG HERO 6 • 2014

**BOULDER MEDIA**  
FEATURE ANIMATION

**Matte Painting Consultant**

MY LITTLE PONY: A NEW GENERATION • 2021

**MOUSETRAPPE**  
SPECIAL VENUE PROJECTS

**Matte Painter/Illustrator**

DISNEYLAND WONDROUS JOURNEY • 2022  
EXPRESSIONS OF AMERICA • 2021  
THE GAME AWARDS • 2021  
GATEWAYS AT KENNEDY SPACE CENTER • 2021  
HONG KONG DISNEYLAND "MOMENTOUS" • 2020  
WONDERFUL WORLD OF ANIMATION • 2019  
MICKEY'S NOT SO SCARY HALLOWEEN PARTY • 2019  
LITTLE MERMAID HOLLYWOOD BOWL • 2019  
COCO HOLLYWOOD BOWL • 2019  
TREE OF LIFE: AWAKENINGS ANIMAL KINGDOM • 2019  
NIGHTMARE BEFORE CHRISTMAS HOLLYWOOD BOWL • 2018  
HAPPILY EVER AFTER DISNEY WORLD • 2017

**RODEO FX**  
FEATURES & EPISODIC

**Matte Painter**

SICARIO: DAY OF THE SOLDADO • 2018  
GAME OF THRONES S7 • 2017  
THE FATE OF THE FURIOUS • 2017

**BLUR**  
GAME CINEMATICS & FEATURES

**Matte Painter**

MIDDLE EARTH: SHADOW OF WAR • 2017  
CALL OF DUTY: INFINITE WARFARE • 2016  
DEADPOOL • 2016

**THE MILL**  
COMMERCIALS

**Matte Painter**

GEICO STADIUM, LINCOLN AVERY, LINCOLN GRAMMYS • 2014

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## COMMUNITY & MENTORSHIP

### VES Awards Nomination Judge

2024

JUDGING ENTRIES FOR VES CATEGORIES

### Mentor: Rise Up Animation

2020 - 2024

MENTORING WITH THE GOAL OF HELPING DIVERSE TALENT RISE UP IN THE ANIMATION INDUSTRY

### Visiting Assistant Professor: Austin Peay State University

2019 - 2021

PROFESSOR OF ANIMATION & VISUAL EFFECTS TEACHING MODELING, VFX AND DIGITAL PAINTING.

### Finals Judge: The Rookies Awards

2019

FINALS JUDGE FOR THE CONCEPT & ILLUSTRATION CATEGORY

### Matte Painting Consultant & Training: Rooster Teeth

2019

CREATED A 5 WEEK TRAINING COURSE FOR MATTE PAINTERS TO ADAPT TO A NUKE PRODUCTION PIPELINE

### Mentor of Matte Painting: CG Spectrum

2018

CO-CREATED ONLINE COURSE MATTE PAINTING FUNDAMENTALS

### Course Author: Pluralsight

2017

CREATED MATTE PAINTING BASICS AND THE STATIC CAMERA SHOT

### Instructor: CGWorkshops

2014 - 2018

CREATED ADVANCED MATTE PAINTING COURSE

### Matte Painting S.M.E. (Subject Matter Expert): Rhythm & Hues

2012 - 2014

DEVELOPED CURRICULUM AND TRAINED NEW HIRES, INTERNATIONAL HIRES

### Instructor: Academy of Art University

2008

TAUGHT ADVANCED MATTE PAINTING COURSE

## WORK EXPERIENCE CONT.

### RHYTHM & HUES

FEATURES

### DMP Supervisor & Production Technical Liaison

XMEN: DAYS OF FUTURE PAST • 2013

WINTER'S TALE • 2013

SEVENTH SON • 2013

PERCY JACKSON 2 • 2013

300: RISE OF AN EMPIRE • 2013

MACHETE KILLS • 2013

DJANGO UNCHAINED • 2013

R.I.P.D. • 2012

### Lead Matte Painter

LIFE OF PI • 2012

### Matte Painter

BIG MIRACLE • 2012

CHARLIE ST. CLOUD • 2010

YOGI BEAR • 2010

NIGHT AT THE MUSEUM 2 • 2009

LAND OF THE LOST • 2009

### WETA DIGITAL

FEATURES

### Matte Painter

AVATAR • 2009

### PRIME FOCUS WORLD

FEATURES

### Matte Painter

THE TWILIGHT SAGA: NEW MOON • 2009

### THE ORPHANAGE

FEATURES & COMMERCIALS

### Matte Painter / Texture & Lookdev

THE SPIRIT • 2008

THE BATTLE OF RED CLIFF 2 • 2008

YOU DON'T MESS WITH THE ZOHAN • 2008

### GIANT KILLER ROBOTS

FEATURES

### Texture Painter

SPIDER-MAN 3 • 2007

### MATE WORLD DIGITAL

FEATURES

### Matte Painter

THE GOLDEN COMPASS • 2007

ZODIAC • 2007

INVINCIBLE • 2006

## LEADERSHIP

### PIPELINE/WORKFLOW/TOOLS

AT MULTIPLE STUDIOS I'VE SPEARHEADED DEVELOPING PROPRIETARY MATTE PAINTING TOOLS AND WORKFLOWS. TO SUPPORT INTERNAL PIPELINES, I'VE DEVELOPED NEW TECHNIQUES TO BETTER INTEGRATE DMP INTO LIGHTING, COMP, AND IMPLEMENTED A NEW HDRI COMPLIANT PAINTING WORKFLOW. AT SEVERAL STUDIOS I'VE ALSO DEVELOPED A MATTE PAINTING PIPELINE FROM SCRATCH AND REFOCUSSED EFFORTS ON SEQUENCE LEVEL WORKFLOWS TO ECONOMIZE SHOT WORKFLOW AND REDUCE TASK REDUNDANCY.

### SUPERVISION

AS DIGITAL/VFX SUPERVISOR ON WENDELL & WILD, I WAS RESPONSIBLE FOR THE CREATIVE SUPERVISION AND DELIVERY OF 1,568 SHOTS ACROSS 10 VENDORS. A MAJORITY OF THESE SHOTS WERE DELIVERED DURING THE LAST 5 MONTHS OF PRODUCTION. I HAD TO CREATE AN INTERNAL WORKFLOW BETWEEN LIGHTING, DMP AND COMP. I ORGANIZED SHOT AND SEQUENCE LEVEL REVIEWS ANTICIPATING AND BALANCING NOTES FROM THE DIRECTOR, ART DIRECTOR, AND CINEMATOGRAPHER. I MAINTAINED MY ROLE AS INTERNAL DMP SUPERVISOR AND UTILIZED PAINTOVERS TO QUICKLY CONVEY NOTES TO VENDORS.

AS A MATTE PAINTING SUPERVISOR AT VARIOUS STUDIOS, I HAVE BEEN RESPONSIBLE FOR A DEPARTMENT OF UP TO 20 ARTISTS. I MADE SURE EACH SHOW WAS PROPERLY STAFFED AND TRAINED. I BID ON NEW WORK TO ANTICIPATE STAFFING NEEDS, BALANCED MY OWN SHOT WORK, GAVE FEEDBACK AND ARTISTIC DIRECTION, AND TROUBLESHOT ARTIST SHOT WORK AS NEEDED.