

---

# Monika (Sawyer) Salter

## Character FX and Look Development Artist

Email: [monika.sawyer@gmail.com](mailto:monika.sawyer@gmail.com) Portfolio Website: [www.monikaSawyer.com](http://www.monikaSawyer.com) LinkedIn: [www.linkedin.com/in/monikasawyer](https://www.linkedin.com/in/monikasawyer)

---

### Look Development and Surfacing Artist

15+ years of experience in Shader and Look Development in Maya/Arnold, Redshift and UE4/5. Extensive experience in procedural shader development and stylized texture creation.

### Grooming and Simulation Artist (CFX)

18+ years of experience in Character FX including grooming and simulation. Senior skills in grooming fur, hair, and feathers as well as procedural elements such as grass, trees, and moss. Senior level skills in hair and cloth simulations as well as tailoring in Marvelous Designer.

### Software:

Maya/Arnold, Unreal Engine 4/5, Redshift, FiberShop, xGen, nCloth, Substance Suite, Photoshop, Marvelous Designer, Shotgrid, Perforce, and Jira



## Work History

---

### 2017-08- Current Associate Professor of Instruction

#### UNIVERSITY OF TEXAS AT DALLAS –BAHT Animation and Games Program

Courses taught in CFX, Look, Modeling, Production Management, and Short Film Studio.

### 2023-04- Current Look Development Artist – Maya/Unreal 5 - Freelance

#### Premise Studio/Cloud 10 – Senior Look Artist – Various Projects

- Look development in UE 5 including grooms and shaders for animated feature
- Surfacing work on pilot for kids streaming series in Maya/Arnold
- Character work for a well-known game franchise in Substance Suite and UE 5
- UV and general shader work for Environment exteriors for Icon 3D Technologies

### 2022-06- 2023-04 Sr. Groom Artist - Freelance

#### SUNRISE ANIMATION STUDIO – Young David

Created 32 grooms for humans and animals including Tali lamb and sheep herd

### 2022-01- 2022-04 Sr. Groom and Hair Sim Artist - Freelance

#### ATK PLN - Tazire Commercial

Created nine human grooms and completed simulation hair rigs and shot sims

### 2021-02- 2021-09 Sr. CFX and Look Development Artist – Freelance

#### BRAZEN ANIMATION – Senior CFX Artist - Addams Family 2 Marketing

Worked TDs to build pipelines for both fur and cloth simulation, created cloth sim rigs and shot simulations. Recreated character and environment shaders and fur grooms to match look.

- 2021-01 - CFX Simulation Artist** - Freelance  
**2021-02 CLOUD 10 STUDIOS - Salesforce Loyalty Spots– Astro with Wings**  
 Created cloth simulation rigs and shot simulations for 15-second media spots
- 2020-08 - CFX Simulation Artist** - Freelance  
**2020-08 LITTLE ZOO - Bright Heath TV Commercial Series**  
 Worked with project leads to create cloth simulations per shot
- 2020-07 - Assistant Environment Texture Artist** - Freelance  
**2020-08 CLOUD 10 STUDIOS - Rocket League 4K Cinematic Game Trailer**  
 Worked with VFX and Lighting Sup to create high resolution surfacing and decals for stadium arena and herp props in Unreal 4.
- 2019-12 - CFX Groom Artist** - Freelance  
**2020-02 ATK PLN - Paramount Animation Intro & Arli and the World of Wonderful Commercial**  
 Worked with project Producers, VFX Supervisors, and Art Directors to create grooms for various characters per project.
- 2011-12 - CFX Department/Show Supervisor**  
**2017-08 REEL FX CREATIVE STUDIO - Scoob! (2017), Rock Dog (2015), Free Birds (2013)**
  - Worked with new creatives to create effective workflows and pipeline integration.
  - Groomed humans, birds, animals, and monsters.
  - Created hair and cloth simulation rigs and shot simulations on all three films.
  - Worked with tools developers to create new proprietary Avian feather system
  - Reviewed and approved artist's work, recruited team members, managed team schedules and deliveries alongside my coordinators and production managers.
- 2006-01 - Senior Fur Technical Director**  
**2011-12 BLUE SKY STUDIOS -Epic (2013), Ice Age: Continental Drift (2012), Rio (2011), Scrat's Continental Crack-Up (2011), Ice Age: Dawn of the Dinosaurs (2009), Horton Hears a Who (2008), Ice Age: The Meltdown (2006)**
  - Character Lead for Scrat's Continental Crackup and Environment Lead for Ice Age: Continental Drift. Lighting TA for Ice Age: The Meltdown
  - Created grooms for Whos, humans, birds, animals, and vegetation.
- 2005-01 - Jr Shader Writer/Lighting Intern**  
**2006-01 EA GAMES – Superman Returns (2006) NCAA Football (2006)**  
 Created HLSL shaders for Superman's suit and main villain for Superman Returns.  
 Lighting/Texture artists painting scoreboards for NCAA game



## Education

**MFA** – Savannah Collage of Art and Design

**BA** – University of Wisconsin Stevens Point