



DERRICK NAU

TEXTURE & LOOK DEV ARTIST

DERRICKNAU.COM
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ABOUT ME

Look development artist for characters + environments for feature and episodic animation. Fine artist by training + technically minded by nature. Passionately curious, collaborative, and committed to continuous improvement. Macro thinker with micro precision.

PROFICIENCIES

- Shading, texture painting, sculpting + utility map production
- Fur/Fuzz + Grooming for characters and props
- Experience in developing photo-realistic and stylized looks
- Observe + intuit art direction, integrate feedback globally
- Artistic work emphasizes story, character, and world building
- Solve challenges with a technical and an artistic approach
- Meet or beat deadlines and perform on fast paced schedule
- Python & Vex scripting to optimize personal and team workflow

SOFTWARE + TOOLS

Expert

Substance Painter
Substance Designer
Houdini + Solaris
Maya
Redshift
UV/UDIM layout
Photoshop, Illustrator

Experienced

Mari
ZBrush
XGen grooming
Arnold
VRay
Nuke /After Effects

Fundamentals

Python & Vex scripting
XGen expressions
USD
Matte painting/set extension
IBL/HDR Tools
Digital photography
Real world lighting

PERSONAL INTERESTS

The American Cinematheque
Art history, museums, antiquity
Miniature painting
Vintage science fiction + fantasy
Compulsively buying used books
Service, mentorship, and self improvement

EXPERIENCE

DREAMWORKS ANIMATION Look Development Artist, 2019-2024

- Authored textures + materials for complex, high priority environments for key sequences in film(s)
- Developed novel methods + tools for efficient workflows to handle ever-increasing complexity and shorter timelines. Documented & shared these workflow improvements with colleagues.
- Applied surface details such as fuzz and instanced microdressing for complex per-shot looks
- Anticipated and supported needs of art + lighting depts to meet visual identity for film(s)

NICKELODEON ANIMATION STUDIO Look Development Artist, 2015-2019

- Created textures & shading networks for characters, environments in animated films & episodic TV
- High resolution detail sculpting to create displacement + normal maps for art directed looks
- Xgen grooming & shading: character hair & fur, integration of Xgen expressions
- Developed tools to ease/automate texturing tasks using Python + Mel

TRG MULTIMEDIA Senior Texture & Lighting Consultant | CGI Generalist, 2013-2015

- Collaborated with CG artists, photographers, and production staff to create photorealistic images & animations for advertising. Served agencies and direct to client
- Established look development pipeline, steered junior artists to technical & artistic solutions

PROJECTS

Kung Fu Panda 4
Puss In Boots: The Last Wish
Boss Baby: Family Business
Trolls Word Tour

PROJECTS

Wonder Park - Episodic
Lucky -TV Movie
Albert - TV Movie

NOTABLE CLIENTS

Vitamix
KitchenAid
Sherwin Williams

LEADERSHIP EXPERIENCE

ACM SIGGRAPH 2015-2020

Production Sessions Chair, SIGGRAPH 2019, 2020
Production Sessions Coordinator/Subcommittee, SIGGRAPH 2016-8
Posters Chair; General Submissions Jury, SIGGRAPH 2015

EDUCATION

THE CLEVELAND INSTITUTE OF ART

Bachelor of Fine Arts, Biomedical Art

CASE WESTERN RESERVE UNIVERSITY

BMA science curriculum: anatomy & physiology, biology, anthropology