

# Paul Theren

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## OBJECTIVE

A position utilizing my skills in digital modeling, Hard Surface Models, Organic Creature Models, and Environmental Sets.

## PROFILE

A professional movie Model Maker and CGI Artist with 15 years experience creating digital effects for world-class, first-run feature length films.

## SOFTWARE EXPERTISE

Maya 7.0-3  
Alias / Wavefront Studio  
PhotoShop CS2  
SoftImage

## ART EXPERTISE

Traditional sculpting and modeling

## PROFESSIONAL EXPERIENCE

**Academy Of Art University**  
**Teacher of Special Visual Effects**

**FrameStore, London, Senior Modeler**  
**The Tale Of Despereaux**

**DreamWorks, Burbank, CA** **May, 2006 – Dec, 2006**  
Kung Fu Panda – modeled hard surface environments and props.

**The Walt Disney Company, Burbank, CA** **Dec, 2005 – April, 2006**  
Toons Division, Tinkerbell – created facial blend shapes  
Disney Siggraph reel 2006 – hard surface modeling  
Toy Story 3, Proposed Preproduction Modeling Work

**LucasFilm Industrial Light and Magic, San Rafael, CA** **Jan, 1989 – May, 2004**  
Digital Modeler / Previously “Traditional Modeler”

## FILM CREDITS

### Credits using CGI:

**Day After Tomorrow** (2004) –modeled New York frozen in ice; Statue of Liberty seen in Trailer

**Van Helsing** (2004) –modeled Notre Dame Attic interior

**Pirates of the Caribbean—The Curse of the Black Pearl** (2003) –modeled skeleton parts, skeleton costumes, daggers and guns

**Master and Commander: The Far Side of the World** (2003) –worked with Technical Directors on ships and water effects

**Timeline** (2003) –modeled props of medieval weapons

**Peter Pan** (2003) –modeled ice field that breaks apart and set extensions, costume pieces & props

**THX 1138** (1971—new scenes added in 2003) –modeled set extensions for interior train station shots  
**Men in Black II** (2002) –modeled character Jarra, and character Gatbot, and two characters of my own design  
**Minority Report** (2002) –modeled set extensions  
**Space Cowboys** (2002) –modeled Russian Space Station Satellite  
**Star Wars: Episode II – Attack of the Clones** (2002) –modeled interior set extension  
**A.I.: Artificial Intelligence** (2001) –modeled Teen Rouge vehicles, props for Doctor Know scene, CG Ferris Wheel, neon letters for Rouge City  
**Pearl Harbor** (2001) –modeled distressed, damaged battle ships, and airplane hanger rigged to explode  
**Bounty Hunter** –modeled for Lucas Games inside of Jango’s Ship and arena scene  
**Rocky and Bullwinkle** – modeled 747 airplane, set extensions, and caricature of Robert DeNiro  
**Star Wars: Episode IV: The New Hope** (1999) –modeled storm trooper, Biker Alien, and ASP Droid (this model was later made into a Star Wars toy).  
**The Mummy** (1999) –modeled statue of Anubis seen in the opening credits  
**Star Wars: Episode I –The Phantom Menace** (1999) –modeled some of the Gunga city buildings, and Droid Gun  
**Deep Impact** (1998) –modeled city buildings rigged to break apart for meteor scene  
**Small Soldiers** (1998) –modeled character named “Scratch-It” and numerous props  
**Saving Private Ryan** (1998) –Landing crafts, vehicles and soldiers for beach scene  
**Star Trek: First Contact** (1996) –modeled Borg Queen and a new version of Enterprise  
**Twister** (1996) –modeled vehicle and a variety of props for twister effects  
**Mission Impossible** (1996) –modeled the high speed train in the Tom Cruise scene  
**Mars Attacks!** (1996) –made CGI spaceship and alien ray gun prop  
**Casper** (1995) –modeled the Casper mansion inside and outside and props  
**Empire Strikes Back** –modeled Cloud City buildings

#### **As a traditional Model, Mold Maker and Sculptor LucasFilm:**

**Archives** (1992) – Archivist repairing distressed puppets and props from the original Star Wars and Indiana Jones films to tour The Smithsonian  
**Star Trek VI: The Undiscovered Country** (1991) –worked on molds of Enterprise  
**David Cronenberg’s: Naked Lunch** (1991) –creature work  
**Robocop 2** (1990) –worked on Stunt Suits of Robo Cop  
**Arachnophobia** (1990) –sculpted close-up spider

#### **Commercials (as a CGI Artist):**

**Nissan Pooping Pigeons**  
**AC Delco Jell-O jiggle car**  
**AC Delco Stretch Battery**  
**Universal logo**

#### **FREELANCE DESIGN**

##### **San Francisco Ballet, San Francisco, CA**

Produced life-castings of dancers to be used for Ballet “Tagore”

##### **San Francisco Opera, San Francisco, CA**

Sculpted wig heads for the giants “Fafner” and “Fasolt” for the opera “Das Rheingold”

##### **Fisher Development Inc – Banana Republic Division, San Francisco, CA – Special Effects**

Designed and sculpted animals and vehicles for store displays. Performed model-making, mold-making, casting, painting, airbrushing and sculpture work.

#### **EDUCATION**

BA in Fine Arts, University of California at Berkeley, Berkeley, CA  
Professional training at Alias/Wavefront in Canada