

# S A B Y M E N Y H E I

senior environment artist, concept artist

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## Career Summary

2017 - present

### DOUBLE NEGATIVE VISUAL EFFECTS

Lead Matte Painter, Environment Artist

- **Pacific Rim: Uprising (Stephen S. deKnight, 2018)**  
lead matte painter/environment artist

2016 - 2017

### INDUSTRIAL LIGHT AND MAGIC

Generalist TD

- **Transformers: The Last Knight (Michael Bay, 2017)**  
generalist td/environment artist
- **Rogue One: A Star Wars Story (Gareth Edwards, 2016)**  
generalist td/environment artist

2011 - 2016

### DOUBLE NEGATIVE VISUAL EFFECTS

Senior Environment Artist, Concept Artist

- **Fantastic Beasts and Where to Find Them (David Yates, 2016)**  
digital matte painter/concept artist
- **Jason Bourne (Paul Greengrass, 2016)**  
lead environment artist (environment td, matte painting)
- **Inferno (Ron Howard, 2016)**  
environment artist (modeling, texturing, matte painting)
- **Batman v Superman: Dawn of Justice (Zack Snyder, 2016)**  
environment artist (modeling, texturing, matte painting)
- **Geostorm (Dean Devlin, 2016)**  
concept artist
- **Ant-Man (Peyton Reed, 2015)**  
environment artist (modeling, texturing, matte painting), concept artist
- **Exodus: Gods and Kings (Ridley Scott, 2014)**  
environment td/digital matte painter/concept artist
- **In the Heart of the Sea (Ron Howard, 2015)**  
texture artist/digital matte painter
- **Godzilla (Gareth Edwards, 2014)**  
environment td/digital matte painter
- **Thor: The Dark World (Alan Taylor, 2013)**  
environment td/digital matte painter/texture painter/concept artist
- **Rush (Ron Howard, 2013)**  
environment td, digital matte painter
- **Total Recall (Len Wiseman, 2012)**  
environment td, digital matte painter, concept artist, texture painter

**2011 - 2013**      **EMBER LAB**  
**Lead Environment Artist on the short film DUST (Freelance)**

- **Dust (Short, Dir: Michael Grier, 2014)**  
lead digital matte painter, environment td

**2011**              **DIGIC PICTURES**  
**Matte Painter (Freelance)**

- **Splinter Cell: Blacklist Game Cinematic (Ubisoft)**  
digital matte painter

**2007 - 2011**      **Freelance Artist - Matte Painter, Background Painter, Concept Artist**

Clients include:  
**USC SCHOOL OF CINEMATIC ARTS, RAINBOW S.P.A., POBROS INC., TOTAL ECLIPSE, INOZON, SAINT STUDIO, ANIMATIONSSTUDIO LUDEWIG**

## Education and Qualification

**MFA: Hungarian University of Fine Arts (2008)**  
Modules included: Graphic Design, Artistic Drawing, Art History, Anatomy and Descriptive Geometry

**BFA: University of Szeged - Teacher's Training College (2005) - Art and English**  
Traditional Drawing and Painting

## Professional Training

**Mesharray Digital Media School - Maya Master Class (2010)**  
**Gnomon Workshop - Self-paced video training, including matte painting, concept design, Maya and Zbrush**

## Skills

### Proficient

- Adobe Photoshop, Autodesk Maya, The Foundry's Mari, The Foundry's Nuke, Autodesk Mudbox, Headus UVLayout, Corel Painter, Adobe Premiere

### Basic

- 3d Studio Max, Zbrush, Adobe After Effects, Adobe Illustrator

## Publications

**3D World issue 199, 2015**  
Star Wars matte painting tutorial

**A journey with Dust - Interview on CGSociety, 2014**  
I explained the environment work we did for the short film, also included breakdowns.

**d'artiste Matte Painting 3, Ballistic Publishing, 2013**  
Two of my digital matte paintings are featured in d'artiste Matte Painting 3.

## Personal Details

Driving Licence: Full / Clean  
Languages: Hungarian (mother tongue)  
English (fluent)

## Interests and Activities

Currently include: Fine arts, film-making, computer graphics, games, reading, comics, Star Wars

## References are available on request