

# Gwendolyn "Wynne" Gettelfinger

3D Animator | Layout Artist  
wynnegettelfinger@gmail.com | wynnegettelfinger.com

## Professional Experience

Lightstorm Entertainment Inc. (July 2020-June 2025)

*Avatar: Fire and Ash (2022-2025) & Avatar: The Way of Water (2020-2022)*

### Sequence Artist

- Built virtual scenes, incorporating motion capture, lighting, and environments into stage-ready files for virtual cameras.
- Managed and supported a sequence of shots through our pipeline.
- Created pre-vis animations of creatures, vehicles, props, or other elements not tracked using motion capture.
- Incorporated pre-vis FX and simulations to enhance the virtual scenes.
- Monitored and delivered renders, often problem solving render errors or discrepancies.
- Worked with multiple departments, supervisors, and directors on time sensitive tasks and notes related to our sequences.

*Avatar: The Way of Water Tree of Life Awakening Show (2022) Collaboration with Disney Imagineering*

- Worked with a small team of LEI artists and Imagineers from Disney Live Entertainment to create a celebratory projection show on the Tree of Life in Disney's Animal Kingdom for the release of *Avatar: The Way of Water*.
- Created layout and final creature animations for the opening sequence featuring a variety of Pandoran wildlife.
- Collaborated with the teams to design the lighting, environment set dressing, and bioluminescence placement and intensity to create a readable and engaging projection show.

easyAction Group LLC. (November 2019- March 2020)

*Ajax All Powerful: VR ANIMATED PROJECT (2020)*

### Freelance Animator & Illustrator

- Created painterly textures and stylized illustrations to be applied to 3D objects and sets, as envisioned by the project's director.
- 3D Animated a broad range of compelling characters.
- Lit and rendered personal sequences to hand off as an animated texture in VR film.

## Education

Savannah College of Art and Design BFA Animation (September 2015- May 2019)  
Savannah, GA | Sham Shui Po, Hong Kong | Lacoste, France

## Collaborative Projects

*Wander Short Film (Savannah, GA | Fall 2018- Spring 2019)*

### 3D Animator | Layout Artist | Visual Development Artist

- Worked with a team of artists and our professor to complete notes in a timely manner and deliver files in clean, organized deliveries to move down the remainder of our pipeline.
- Responsible for layout and final character and camera animations.
- Created conceptual art for characters, creatures, and environment, working with the director for continuity and style.

## Software

Autodesk Maya | Arnold, MotionBuilder, Houdini, Procreate, Adobe Photoshop, After Effects, Illustrator, Experience working in Linux