

OLIVER ACCON-HIGGINS

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EXPERIENCE



Neko Productions

Lead Texture Artist – Marvel Avengers Academy/Various Upcoming

London

2016-Sep 2017

- Worked remotely for the studio, based in Los Angeles.
- Modelled and textured dozens of characters including redesigns of iconic Marvel and Wizarding characters.
- Created LOD models for the game engine.
- Remotely supervised a team of 5 international texture artists.
- Gave daily critiques and feedback on team work, acting as quality control between studio and client.

Dramatico Animation

Lead Modeller- The Wombles

London

2014–2015

- Modelled and textured a variety of hi-poly and low-poly props and interior environments based on 2D concepts.
- Created proxy models, textures and UV maps for real-time use in maya by the animation team.
- Designed three interior sets and dozens of props.
- Worked alongside the Director and Art Director to develop the visual language of the show.
- Helped implement ftrack asset management system.
- Created and managed texture library and reference materials.
- Helped find and recruit new talent.

Living Data

Lead Modeller- Various

Cardiff

2012-2014

- Held design meetings with clients, worked with them directly on behalf of the company.
- Helped develop pipelines and worked in the company's agile environment.
- Designed, Modelled and textured characters, props and environments.
- Lit and rendered a handful of animated sequences.
- Composited render layers in After Effects and Photoshop.
- Optimised 3D assets for use in the Unity engine, and for Augmented Reality application.
- Created high quality stills and panoramas of 3d environments using matte painting techniques.
- Helped design GUIs for 'Portmeirion' and 'White Rabbit' apps, created their graphics in Illustrator.

Cardiff School of Creative and Cultural Industries

University tutor (part-time)

Cardiff

2011–2012

- Tutored computer animation and games art students in 3D Studio Max, Maya, Zbrush and Photoshop.
- Formally assessed work on a variety of projects; ranging from storyboarding and pre-production to lighting and compositing.
- Gave lectures on concept art and matte painting.

Dinamo Productions

CG Artist - iconicles

Treforest

2010–2011

- Modelled and textured 3D environments, characters and photoreal props using 2D artwork and live action reference for VFX sequences.
- Animated pre-viz sequences to instruct the show's actors and help visualise various moving elements.
- Originated the CG lighting solution for the series' 3000+ shots, using on set reference and HDRI techniques.

2D/3D Artist - abadas

- Modelled, textured and lit two interior and one exterior set, plus a variety of props for the show.
- Conceptualised five sets (interior and exterior).
- Organised and rendered shots; streamlined the render pipeline to ensure successful integration of 2D and 3D elements within the show.

Matte Painter – Story of Wales

2011

- Employed 2D painting and 3D modelling techniques to paint hundreds of photo real houses, in various stages of construction, onto a backplate.

A Productions

Work Experience

Bristol

2010

- Animated scenes for 'Driver Dan's Story Train', using proprietary company rigs and scripts.

Aardman Animation

Work Experience

Bristol

2009

- Edited publicity stills and assisted with creation of animatics for 'Timmy Time'.
- Shadowed the Director of Photography on 'Shaun the Sheep'.

EDUCATION

Cardiff School of Creative and Cultural Industries

Computer Animation BA (Hons), July 2010

- Earned First Class Honours.
- Recipient of 2010 'Computer Animation' course award.
- Nominated for universities prestigious 'Glammys' award.
- Worked as Lighting Supervisor on large-scale compositing project 'T-Rex in the ATRium' for the 'Ffresh' festival.