



CALVINCROPLEY.COM  
3D Artist & Photographer

Calvin Crophy  
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## Calvin Crophy - CV

Beginning a creative career as a professional photographer shooting for live concerts, fashion shows and music festivals Calvin has always held a sharp eye for detail. Delivering an end to end service Calvin's career interest in the digital space naturally expanded to include VFX, colour grading, lighting in production and post and ultimately the digital artistry that has taken flight into 3D modelling and compositing.

Calvin's current pipeline for the past 2 years consists of a high to low top Zbrush workflow, Maya, PBR Rendering and Substance Painter and an interest in developing custom materials in Substance Designer. For rendering, the workflow is Iray (Substance), Keyshot and Marmoset. In recognising industry needs I have started to experiment with Houdini and Nuke in my home studio.

## Experience

JUNE 2018 - AUGUST 2018

### **Destruction Piece 01** - *Environment Artist*

Brief: Inspired by destruction in gaming environments, this small scale environment was created using Maya to test destruction methods.

- Applied skills: 3D modelling, texturing, UV Mapping
- Software:
  - Maya - 3D Modelling, UV Mapping, Texturing,
  - Houdini - Tested both active rigid, and rigid bodies
  - Maya Plugin: Pulldownit - Fractures
  - Maya Plugin: Bullet - Physics
  - Maya Plugin: Keyshot - Lighting, Rendering

DECEMBER 2017 - PRESENT

### **Architectural Visualisation, Encounters** – *Environment Artist*

Brief: 3D Modelling and compositing of contemporary landscape assets into a photo real visualisation.

- Applied skills: 3D Modelling, texture, UV Wrapping, Composite blockouts
- Software
  - Maya
  - Rhinoceros 3D
  - 3D Scene layout as blockouts.

FEBRUARY 2009 - MAY 2015

### **Event Photography** – *Freelance Photographer / Data management*

Photographed for Tarantula Music, Munky Media and Future Entertainment as a professional photographer. Contributed to:

- Herald Sun.
- Loreal Paris.
- Melbourne Zoo.
- City Of Melbourne.
- Frankie Magazine.
- Beat Magazine and many others.

## **Education**

FEBRUARY 2016 - DECEMBER 2017

### **AIE Melbourne** – *Advanced Diploma of Professional Game Development*

- Completed studies at The Academy of Interactive Entertainment. Core subjects included 3D Art, Game development and Visual effects. Modelling: 2 years creating digital 3D models, rigging and animation.
- Texturing: Produced custom materials, textures, UV Mapping
- Compositing custom game environments within group briefs.
- Pre visualisation - Planned and pitched several game art concepts, games, characters, environments and UI concepts.
- Art Lead for our final year major game production.
- Artist in several Game Jam
- Artist producing a variety of assets across two separate end of year productions.

FEBRUARY 2010 - DECEMBER 2012

**Melbourne Polytechnic** - *Diploma of Visual Art*

- Completed studies of Visual Art at Melbourne Polytechnic. Photography and Visual Art. Art theory emphasis on the following technical artistry attributes:
- Visual composition for both digital, mixed media and painting.
- Lighting and composition, both fixed and three point lighting.
- Colour theory
- Converting colours from art media to screen.

**References available on request.**