

About

I am a technically minded CG artist specialising in environment art, lighting and rendering - creating bold, creatively driven CG art for animation, games and other applications.

I have a interest in technologies such as procedural generation and photogrammetry, taking advantage of them within many of my projects. I am passionate about learning new techniques, software and workflows.

Core Skills

Working in-engine within Unity and UE4

Hard surface/subdivision 3D modelling of environments, props

High poly sculpting, retopology, map baking

Procedural texturing with Substance Designer/Painter

Hand painted texturing and concept art in Photoshop

Photogrammetry/3D scanning knowledge

Lighting and rendering skills with Arnold, creating procedural shader effects with Maya Hypershade and UE4's Material Editor.

Growing knowledge of procedural modelling using Houdini

Primary Software

Maya

Zbrush

Photoshop

Substance Designer

Substance Painter

Arnold Renderer

Agisoft Metashape/Photoscan

Unreal Engine

Unity

Knowledgeable

Nuke

Illustrator

Premiere Pro/After Effects

Houdini

Work

1/2

2020 Asset Store Publisher

Currently developing and publishing various different large-scale asset packs for Unity, such as a series of stylized environments with a tabletop RPG-inspired, hexagonal-tiling theme including numerous 3D sculpted models using Zbrush, procedural textures using Substance Designer & Substance Painter, and various shader networks utilising Unity's Shader Graph to create advanced effects such as moss growth across objects, fire, wind & water shaders.

Primary software used: Unity, Maya, Zbrush, Substance Designer, Substance Painter, Photoshop

Education

2017-2018 MA Animation - Merit

University of South Wales - Cardiff

'Birthday' short film (2018)

Year-long collaborative project to produce a 5 minute short film. Responsible for environmental concept art, modelling, and texturing, along with setting up lighting scenarios for many of the shots. Largely responsible for setting up batch rendering using Arnold and Autodesk Backburner.

The film was screened at Chapter Moviemaker on January 2019, and was selected for the 2019 Figueira da Foz International Film Festival in Portugal.

Primary software used: Maya, Substance Designer, Marvelous Designer and Arnold Renderer.

2014-2017 BA (Hons) Computer Animation - First Class Honours

University of South Wales - Cardiff

E4 Sting Project

Collaborative project producing a mock 10 second advert for the channel "E4". Was responsible for environment modelling and texturing, scene lighting and rendering.

Primary software used: Maya, Zbrush, Substance Painter, Nuke and Arnold Render.

2013-2014 Diploma in Foundation Studies (Art and Design) - Merit

University of Glamorgan (now University of South Wales) - Pontypridd

2011-2013 A-Levels in Applied Art and Design, Computing and Electronics

Whitchurch High School Sixth Form

Other Projects

2019 Procedural Modelling Project in Houdini

Developed skills in Houdini for procedural modelling, creating a number of assets and environments including a procedural tree generator with roots and branches which are able to wrap around surfaces, rocks and bricks with procedural damage, etc.

Primary software used: Unity, Maya, Zbrush, Substance Designer, Substance Painter, Photoshop

2019 Photogrammetry Project in UE4

Developed a large scale environment using Unreal Engine which made use of 3D scanned assets using photogrammetry. Generated high poly 3D meshes from captured photos using Metashape/Photoscan, processed meshes and textures into usable game assets using Zbrush and Substance Painter, etc. Used UE4's material editor to create moss and grass layers that are applied to the top of assets and terrain materials to add further detail to the scene.

Primary software used: Metashape/Photoscan, Zbrush, Substance Painter, Unreal Engine.

Game Jams

2020 Ludum Dare 47 Game Jam

'Hyper Racer'

Collaborative project, was responsible for creating 3D environment assets for a racing game in Unity, primarily using Maya and Substance Designer. Also created a number of shader effects using Shader Graph such as animated emissive materials and a force field-style effect for the starting line. Was also responsible for lighting/scene layout and other art roles in Unity.

Primary software used: Unity, Maya, Substance Designer.

2019 Global Game Jam

'There's No Place Like Home'

Collaborative project, created 3D environment assets for stealth game in Unity.

Primary software used: Primary software used: Maya, Photoshop, Unity

2018 Extra Credits Holiday Jam

'Load Management'

Collaborative project, created 3D environment assets for an energy simulation game with hand painted (Photoshop) textures. Used Unity's new shader graph feature to create custom shaders for terrain assets.

Primary software used: Primary software used: Maya, Photoshop, Unity

