

Oliver Atton-Higgins

*Modeler & Texture Artist of 12 years' experience and a 1st Class Honours BA in Computer Animation.
Would love to settle down long-term in a studio that demonstrates expertise and creativity.*

SKILLS & SOFTWARE



Preferred software is Maya, Photoshop, Substance and zBrush, though I'm always eager to learn.

EXPERIENCE

Nineteentwenty VFX Bristol/London
Modeller/Texture Artist - Various 2018 - 20

- Modelled, textured and rendered photoreal props and sets using Maya, Mudbox, Mari & Houdini;
- for 'The Big Night' Sainsburys Christmas ad 2018.
- Modelled low and high poly sculpted character bust for *Run the Jewels*' 'Out of Sight' music video. Created the blendshapes for animated lip sync.
- Modelled and textured a variety of photoreal props, character and set pieces for various ads; clients including Dyson, KFC and the National Lottery.

Saudi Arabia Timeline Project London
Lead Modeller & Texture Artist Feb – Jul 20

- Modelled and textured dozens of stylised characters at various points in the countries history.
- Assisted the Art Director; creating concepts to develop the shorts' art style, lighting and cinematography.
- Created shots for layout, working alongside the animators to develop them for their needs.
- Was responsible for supervising junior staff, delivering assets to the client and troubleshooting issues.

The Little Mermaid (2021 Remake) Pinewood
Modeller/Texture Artist– Art Department Nov/Dec 19

- Modelled and textured dozens of assets for organic environments.
- Worked with the Art Director and my supervisors to figure out the visual identity of the sets I was working on.
- Created high poly concept sculpts and low poly proxies for easy animation and transfer into Unreal Engine.

- Proof Inc** London
Previs Modeller/Texture Artist– The Little Mermaid, 007 No Time to Die, various 2018-2019
- Modelling and texturing dozens of characters, vehicles, props and environments for real time animation and use in Unreal Engine.
 - Created blend shapes and low poly digital doubles for the films main cast.
 - Working to fast turnarounds to accommodate frequent changes and additions.

- Aardman Animations** Bristol
Texture Artist/Modeller - Various April 2018
- Modelled & textured stylised and realistic props and environments using Maya, Mari, Substance and Arnold.

- Nexus Studios** London
Texture Artist/Modeller - Various Feb 2018
- Textured characters, props and landscape elements using Substance for animation in 3DS Max.
 - Lit and rendered my work using Vray.

- Neko Productions** London
Lead Texture Artist – Marvel Avengers Academy/Harry Potter: Hogwarts Mystery
2016- 2017
- Modelled/textured dozens of iconic Marvel and Harry Potter characters.
 - Created LOD models for the game engine.
 - Remotely supervised a team of international texture artists.
 - Gave daily critiques and feedback on team work, acting as quality control between studio and client.

- University of South Wales** Cardiff
Occasional tutor & guest speaker 2011–2017
- Performed lectures on concept art, modelling, texturing and industry-related advice.
 - Gave one-on-one tutorials with students; focusing on their specific work.
 - Formally assessed student work; ranging from pre-production to modelling and texturing.

EDUCATION

Cardiff School of Creative and Cultural Industries

Computer Animation BA (Hons), July 2010

- 2010 'Computer Animation' course award winner & nominated for annual 'Glammys' award.
- Worked as Lighting Supervisor on large-scale compositing project 'T-Rex in the ATRiuM' for the 'Ffresh' festival.

CONTACT

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