

Iain Anderson

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Profile:

A senior graphics artist with a wide range of experience in TV, film and games production. Continued artist progress and ongoing skills development. Able to work on own initiative, lead a team or work as part of a team. Proven motivation to create high quality work within deadlines, good problem solving skills and calm under pressure.

Roles and Responsibilities:

I have been involved in a variety of work areas.

- Content creation, 3d modeling, texturing and vfx.
- 2d artwork and compositing.
- Project and game development.
- Pre-viz experience.
- Lead role, mentoring and staff supervision.
- Scheduling for project quotations and timescales.

Skills:

- | | |
|-------------------------|-----------------------------|
| • Maya | • Modo / 3ds Max |
| • Photoshop | • Zbrush / Mudbox |
| • After Effects / Shake | • Fusion |
| • Premiere / Sony Vegas | • Renderman / Ext Renderers |

A wide range of general computer and software knowledge. Sketching and design skills. Photography, editing and camera operation.

Experience:

Senior Artist – **Cohort Studios**, Dundee, May 2010 –July 2010 (Contract)

- General 3D content & tech setup.
- Modeling , Texture creation, layout and level setup.
- Zbrush texturing & normal maps.
- Problem solving and optimisation.

The project is an upcoming title for **Sony** called **The Shoot** for the new PS3 Move motion controller.

The game takes place within theme park realistic movie sets.

Blast your way though fully destructible environments and characters playing with style as well as accuracy.

Senior Artist – **Ruffian Games**, Dundee, Jan 2010 – May 2010 (Contract)

Working on **Microsoft's** upcoming title for the Xbox360.

Crackdown2 is an open world multiplayer experience allowing freedom to explore, destroy, and play your way as you restore justice and peace to Pacific City.

I created the animated Ruffian Identity Intro at the start of the game. Using a mixture of 3d animated effects passes, 2d artwork and compositing.

I designed a series of video and intro screens re-purposing characters, vehicles, environments and weaponry from the game. Also combining animation, shading, particle and 2d effects for the final results.

Software used Maya, 3dsmax, Mental Ray, Photoshop and After Effects.

Senior Artist – **Cohort Studios**, Dundee, June 2009 – Dec 2009 (Contract)

- General 3D content creation & tech setup.
- Environment, vehicles, props & dressing generation.
e.g. New York themed subway, including interior train. Lighting etc.
- Physics destruction to props and set.
- Modeling , Texture creation, layout and level setup.
- Zbrush texturing & normal maps.

Previz Artist – **Nvizage**, Pinewood Studios, Feb 2009 – May 2009

A member of the Previz team, working for the film production of **Gulliver's Travels**.

- Character, environment and prop creation, modeling, texturing and basic rigging.
- Blocking and animating characters, props and cameras based on storyboards.
- Shot creation and scene layout.

Lead Artist – **Super Umami Animation Ltd**, Stirling, Jan 2007 – Jan 2009

I worked on a number of projects as a hands on lead artist / supervisor.

A core member of the production and pre-production team, involved in all the build, rendering and compositing aspects of the projects. I setup the model build, lighting and render pipeline, utilising a modo / maya / renderman / fusion setup.

- Created sets, characters and props including modeling, texturing and lighting.
- Rendering and compositing.
- Created particle and general effects.
- Researched and implemented the 3D look of the shows.
- Supervising and mentoring junior staff.
- General assets review and setup, project pipeline.

VFX Artist - Axis Animation, Glasgow, Sept 2006 – Dec 2006

The **Heavenly Sword** project involved the production of 10 minutes (60 shots) of cut scene cinematics for this Ninja Theory / Sony PS3 Title.

I created a variety of effects passes for example ground dust effects, battlefield smoke & crowd dust, atmospheric and blast rings.

Senior Artist - Codemasters, Leamington Spa, March 2006 – Sept 2006

A member of the high resolution team which provides rendered animations and stills for marketing, promotional and in-game purposes. Cross project work including character and vehicle based titles. Utilising external renderers, advanced lighting, multiple passes and compositing.

This was a diverse role covering many areas of digital production including scene setups, environment creation, texturing and shader work, animation and camera work, concept artwork and 2d paintwork. It also required a good understanding of all the areas of in-game art, as assets along with models generated from scratch were used to create the final imagery.

Senior Artist - Visual Science, Dundee, July 2003 – Jan 2006

I was responsible for the supervision of the vehicles and weapons area of this combat based high profile project.

- 3D modeling, texturing & setup of main character vehicles.
- Development of vehicles from concept stage through to fully implemented production models.
- Animation & setup of weapons.

Lighting Compositor - Absolute Studios, Glasgow, January – June 2003

3D Layout, technical animation, lighting, rendering & compositing of final shots. TV series incorporating live action & actors with animated CG characters.

3D Animator - Double Negative, London, Aug – October 2002

Previz animation on the Nautilus submarine sequence for “The League of Extraordinary Gentlemen”. Submarine and camera animation, shot creation and layout.

3D Artist - Mill Film - Soho, London, May - July 2002

Relocated to the Soho based facility of Millfilm. Projects included James Bond: Die Another Day and Harry Potter and the Chamber of Secret. RnD & Scene layout.

Supervising Artist - Mill Film / The Magic Camera Company, Shepperton Studios
March 1997 – May 2002

I was a member of the core 3D team. Working in all the areas of 3D and more general production. e.g. Previz, model builds & texturing, animation setup & animation, lighting and rendering. Also effects generation, 2D paintwork and test composites. I was also involved in project planning, client contact, on set when required and freelance and junior staff supervision. The company also had a stage, motion control and camera equipment for practical effects and model shoots, which I also had experience with.

- **K19: The Widowmaker:** underwater env, particle & vfx work. On stage experience.
- **Tomb Raider 2:** Particle effects & RnD. For an underwater craft sequence.
- **BT Innovation Centre:** Supervisor, main artist, created 3 minute CGI space film.
- **Shipping News:** CG set extension of partly built house.
- **Pluto Nash:** Previz, hero vehicle build, animation & lighting, 100+ shot sequence.
- **Mission Impossible 2:** Previz modeling and animation.
- **Stranger Than Fact:** On set & project supervisor, 3D octopus, rendering & effects.
- **Enigma:** Previz, modeling, texturing & rendering, test comps.
- **Octopus:** Rigging & animation, effects animation, texturing, lighting & rendering.
- **IMAX:** BFI cinema cosmic pullback intro, 3D cam move on 2D artwork & 3D effects.
- **Bond 007: The World is not Enough:** Pipeline seq, modeling, cg integration, texturing. Lighting, vfx & particle effects.
- **PitchBlack:** Skiff modeling, texturing, lighting, vfx and animation. Environment effects.
- **Aquila:** BBC TV Series: Animation, 3D landscapes, live plate integration & effects.
- **Mitsubishi:** 3D modeling, texturing, lighting and animation for this car commercial.
- **Lost in space:** Part of core 3d team. Previz, model builds, texturing. Animation & setup. Lighting & rendering. On set and motion control experience.

3D Artist / Animator - Hasbro Interactive, February 1996 – February 1997

- Design, modeling and texturing of Sets, Aircraft and props.
- Choreography and production of animated sequences.
- Effects and particle animation.
- Lighting and Rendering.
- Compositing, retouching, palette reduction.

Education:

MA Multimedia Design - DeMontfort University, Leicester, October 1994 – February 1996

BSc (Hons) Industrial Design - Napier University, Edinburgh, Sept 1987 – July 1991

Interests & Hobbies:

I enjoy cycling, windsurfing and walking.

Other interests include reading, photography and painting.