

Iain Anderson

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PROFILE:

A senior digital artist with a wide range of experience in computer games development, TV and film projects. Able to prioritise and multi-task, work on own initiative, lead a team or work as a dynamic team member. Proven motivation to create high quality work within deadlines, strong problem solving skills and calm under pressure. A creative nature and adept at utilising artistic knowledge of shape, form, colour, texture, lighting and composition to match a specific art style or mood creating production ready assets.

Extensive and varied experience in computer graphics creating 3d digital environments, character props, vehicles and visual effects, including many aspects of art development e.g. modelling, sculpting, lighting, texturing and animation. Strong traditional sketching and 2d artwork skills, for example vector graphics.

A passion for art and personal improvement with continued artist progress and on-going skills development. An excellent capacity for learning and implementing new approaches, applications and pipelines.

AREAS OF EXPERTISE:

Key Software Skills:

- Maya
- Photoshop
- Zbrush / Mudbox
- Premiere / Sony Vegas
- Unreal Engine 4
- RealFlow
- Proprietary particle, lighting and physics destruction systems.
- 3ds Max / Modo
- External Renderers
- Crazy Bump
- After Effects / Fusion
- Unity
- Havok Physics

Computer Graphics Skills:

Modelling

- Full art production asset creation experience, from design development to delivery of final game or film production artwork.
- Expert level of 3d modelling skills; organic, hard surface, environments, vehicles, characters and props.
- Low and high resolution, photorealistic and game engine 3d model development and creation.

Texturing & Sculpting

- Texture map creation in a range of styles and pipelines. Texture baking and use of external renderers. Photorealistic and stylized textures.
- The production of bump, displacement, specular and normal maps etc.
- Expert level Photoshop skills including the development and delivery of learning courses.
- Digital sculpting experience including texture creation workflow and appropriate topology.
- Rendered shader development and game engine shader application.

VFX

- VFX, 2d and 3d particle animation and effects creation.
- 2d and texture based effects.
- Fluids and Simulations.
- Experienced in physics based destruction e.g. Havok including deformation simulation.

Camera & Scene

- Camera and shot creation, animation, cinematography.
- 2d artwork and compositing.

Animation

- Animation experience - key frame, motion capture, previsualization and supervision.
- Realistic, stylized, in-game cycles and rendered production animation.
- Character, vehicle, technical and prop rigging, including associated scripting.

Lighting & Rendered Imagery

- A sound knowledge of lighting techniques and their application in computer game development and VFX industries pipelines. e.g. Creating lighting rigs, dynamic and pre-baked lighting.
- Interior and exterior setups, cinematic set and character lighting.
- Game engine lighting, baked textures, vertex lighting, light maps.
- Photorealistic rendered lighting and imagery. Product Visualisation.

Production and Games Development Skills:

- Extensive industry experience of technology companies developing published computer games, TV and film computer animation, visual and special effects.
- Varied software knowledge: Maya, 3dsmax, Modo, Rhino, Mudbox, Zbrush, compositing and video editing; their combined use and transfer of assets, camera moves and animation.
- Diverse experience of art and game development tools, workflow. Prototype to delivered project experience.
- Experienced in the design, implementation and integration of 3d pipelines and production workflows.
- Strong skills and knowledge of the context and choice of suitable approaches and styles of 3d graphics for different projects, game technology and delivery platforms.
- Highly proficient in maintaining a good balance between visual quality, performance, efficiency and time requirements for quality imagery and real time game development. Effective optimisation for target platforms while minimising the impact on artistic integrity of art assets.
- A strong contributor to the development team with an ability to work effectively with others to achieve a common goal of a successful project. Always willing to offer input, advice and clearly communicate ideas to the team. Varied experience in working closing with other departments to solve problems and develop tools and methods.
- Mentoring, lead roles and supervision.

Teaching Skills:

- The effective planning and delivery of well-structured lessons and courses to engage students.
- Able to effectively manage students whilst motivating them to highly achieve.
- Experienced in delivering the teaching of 2d & 3d computer graphics, animation and CAD. The development of supporting learning materials. e.g. video tutorials.
- Computer game design and game engine related technology projects. e.g. Raspberry Pi , robotics, game sprites.
- Traditional design and creative arts teaching experience e.g. sketching, design ideas development, communicating ideas, colour theory, model making and presentation rendering.

Personal Skills:

- Highly organised with good planning and supervision skills.
- Excellent communication skills between teams and departments, an in depth knowledge of their requirements. A proven record of enthusiasm, collaboration and flexibility.
- The ability to build positive relationships with colleagues and industry partners.
- I effectively evaluate my work and reflect to improve. Continued personal development of skills and approaches.
- Sharing skills and knowledge, the creation of publicity graphics, online industry 2d and 3d tutorials.
- Student Mentor - Abertay University, 2012 - present. Providing professional guidance and review to Professional Masters in Games Development students.

PUBLICATIONS:

Games Development:

- Kinect Sesame Street TV, Microsoft, 2012.
- Harry Potter and the Deathly Hallows - Part 2, Electronic Arts, 2011.
- Crackdown 2, Microsoft, 2010.
- The Shoot, Sony, 2010.
- Heavenly Sword, Ninja Theory, 2007.
- Colin McRae Dirt, Codemasters, 2006.
- Carmageddon TV, Velocity, SCi, 2005.
- Battleships, Risk, Hasbro Interactive, 1996.

Film VFX:

- Gulliver's Travels, 2010.
- Harry Potter and the Chamber of Secret, 2002.
- K19: The Widowmaker, 2002.
- Tomb Raider, 2001.
- Enigma, 2001.
- Pitch Black, 2000.
- Bond 007: The World is not Enough, 1999.
- Lost in Space, 1998.

TV Projects:

- Silverburn Launch Campaign, TV Commercial, 2008.
- KNTV: Philosophy, TV Series, Channel 4, 2007.
- Mitsubishi GDI, TV Commercial, 1999.
- Aquila, BBC TV Series, 1997.

CAREER HISTORY:

Teacher of Design Technology:

Armadale Academy, Aug 2016 - Present.

Larbert High School, Sept 2015 - Aug 2016.

Dunbar Grammar School, Aug 2014 - Aug 2015.

Peebles High School, Oct 2013 - Aug 2014.

My motivation as a teacher is to enable students to develop to the best of their ability and extend their knowledge and skills for the technological world we live in today. I use my extensive experience and skills in computer graphics artwork, games development and the creative industries to inspire, guide and educate with industry contexts. I teach and encourage students to become confident and successful using software and professional workflow to produce quality digital 3d models, artwork and animation. I create well organised classes, active learning environments and respond dynamically to the needs and strengths of individual students. Main subjects taught are Graphic Communication, Design and Manufacture, Engineering Science and practical workshop construction.

I have been actively involved in new course development, for example a 3d CAD course which has been used across subjects and levels. This was successful in providing students with targeted learning of the key skills that they require for future assessments and projects. I teach Adobe Creative Suite, including Photoshop where students learn useful skills in vector graphics and photo manipulation. This alongside traditional sketching skills allows students to effectively communicate their design ideas. I produced learning materials such as course notes, exemplars and instructional videos for students and staff to use. I teach technologies skills, such as a Raspberry Pi project, where students learn how to programme and control a robotic buggy.

I am active in Duke of Edinburgh training students and supervising active expeditions. I am committed to lifelong learning.

DIGITAL ARTIST CAREER HISTORY - a selection of key roles:

VFX Artist - Microsoft, London, March 2012 - Aug 2012

- Developing '**Sesame Street Kinect TV**' an innovative interactive TV project based on game technology. The creation of 2d & 3d visual effects, pipeline design, 3d models and textures.

Senior World Artist - Electronic Arts, Guildford, Jan 2011 - May 2011

- Digital environments production for **Harry Potter and the Deathly Hallows Part2**.
- Developing the game levels to their final stages including modelling, texturing and shading.
- Lighting the locations including baked and dynamic lighting. Visual effects animation.

Senior Artist – Cohort Studios, May 2010 - Aug 2010, June 2009 – Dec 2009

- The **Sony PS3** project **The Shoot** takes place within theme park styled movie sets. Blast your way through fully destructible environments and characters.
- Game level environment modelling and texturing e.g. A New York themed subway, including interior train, effects and lighting. Props, vehicles and set dressing content creation.
- Physics destruction for props and buildings.
- Texturing, normal maps and 3d painting.
- Problem solving and optimisation.

Senior VFX Artist - Ruffian Games, Jan 2010 - May 2010

Project: **Crackdown2** - an open world multiplayer experience for the Xbox360.

- VFX effects, the design and production of a series of video and intro screens.
- Re-purposing characters, vehicles, environments and weaponry from game assets.
- Combining animation, shading, particle and 2d effects for the final results.
- Utilising a mixture of 3d animated effects passes, 2d artwork and compositing.

Previz Animator - Nvizage, Pinewood Studios, Feb 2009 - May 2009

- Previsualization animation on the film production of **Gulliver's Travels**.
- Shot blocking, animating characters, props and cameras based on storyboards.
- Environment and prop modelling and texturing, scene layout.

Lead Artist - Super Umami Animation, Stirling, Jan 2007 - Jan 2009

- A core member of the production and pre-production team, supervising the development and production of computer animated TV shows.
- I setup and managed the studio modelling, lighting and render pipeline, utilising a Modo / Maya / Renderman / Fusion setup.
- The research and implementation of the texturing and lighting method and look of the shows.
- The role included the creation of sets, characters and props, Particle and effects generation.
- Lighting, rendering and compositing of shots including pre-lighting and light rig setups.
- Supervising and mentoring junior staff and asset reviews.

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

- A member of the high resolution team who provide graphics and animations for marketing campaigns. A cross project and department role including vehicle and character based titles.
- Utilising external renderers, advanced lighting, multiple passes and compositing to produce photorealistic images and animations.
- Projects, for example, **Colin Mcrae: DIRT** covered many areas of digital production including scene setups, environment creation, vehicle and character work, shader and texture development, lighting and rendering, 2d graphics and paintwork, animation and camera work.

Lead Vehicle Artist - Visual Science, Dundee, July 2003 - Jan 2006

- Supervision of vehicles and weapons for the combat based computer game **CarmageddonTV**.
- 3d modelling, texturing & setup of the hero character vehicles. The development of vehicles from concept stage through to fully implemented production models.
- The setup and animation of weaponry. Working closely with the programming team on game integration. Damage and Level of Detail implementation.

Previz Animator - Double Negative, London, Aug - Oct 2002

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

Supervising Artist - Mill Film / The Magic Camera Company

Shepperton Film Studios: March 1997 - May 2002 **Soho, London:** May - July 2002

- A member of the core 3d team developing and creating film visual effects projects.
- Workflow and pipeline design, setting up of the 3d studio.
- Photorealistic digital 3d model builds, texturing, rigging, animation and previz.
- The lighting and rendering of shots. VFX effects and particle generation.
- 2d paintwork and test composites.
- Project planning, client contact, freelance and junior staff supervision.
- On set experience of the company’s sound stage, motion control and camera equipment for practical effects, physical model shoots and live action filming.

Example Projects:

- **K19: The Widomaker:** underwater environment, particle & VFX work.
- **Bond 007: The World is not Enough:** 60 shot Pipeline sequence, vehicle and set modelling, texturing, lighting and 3d rendering. CGI integration, VFX and particle effects.
- **PitchBlack:** Skiff landing craft modelling, texturing, lighting, VFX and animation. Environment sets and effects.
- Relocated to the Soho facility of Millfilm. Projects included James Bond and Harry Potter.

3d Artist - Hasbro Interactive, Feb 1996 - Feb 1997

- The design, modelling and texturing of sets, aircraft, ships and props.
- Choreography and production of animated sequences for the PC computer game **Battleships**.
- Lighting and rendering, effects and particle animation. Compositing and colour palette reduction.

QUALIFICATIONS:

- **MA Multi Media Design:** De Montfort University, Leicester: Oct 1994 - Feb 1996.
Specialism Area: 3D Computer Graphics. **Dissertation Topic:** The future of computer game design.
- **BSc (Hons) Industrial Design:** Napier University, Edinburgh: Sept 1987 - July 1991.
- **PDGE:** Professional Graduate Diploma in Education - **Technological Education**
The University of Edinburgh, Aug 2012 - Oct 2013.

INTERESTS:

- I have an active Interest in computer gaming particularly art styles.
- I am enthusiastic about photography and creating design projects.
- I am a keen skier and I was a member of the Scottish Freestyle Team, training and competing with the Winter Park Team in Colorado.
- My other interests include mountain biking, climbing and reading.