

Chris Hunt 3D Artist

Resume / CV

email chris@1isok.com

web/showreel http://1isok.com/reel_01.htm

Skills and Abilities

Over the past few years of working in broadcast I've steadily found myself specialising in environment work. It has become a focus and passion in both my work and study.

I'm very adaptable, hard working and heavily relied upon as both a generalist and specialist in my current position as senior artist.

Building 3d models to exacting standards for animation.

Excellent topology skills and understanding of preparation for rigging and movement.

Subdivision and hard surface modelling.

Regular use of both Mudbox and Zbrush in production, making fast changes and previews, turntables and screen shots for client/directors approval.

Very strong texturing and uv layout skills.

Troubleshooting rendering and pipeline issues. All round 3d and production problem solving.

3d landscaping general environment building.

Strong attention to detail.

Film, commercial and broadcast experience.

Look development, from concept to 3d and post.

Dynamics, particle, fluids and fur skills.

Experience of delivering under tight deadline constraints.

Tutoring and mentoring junior members of staff.

Leading teams and working closely with directors and producers.

Efficiently costing and appraising projects.

Skilled in time management and workflow methodology.

Fast at learning new software, working methods and pipelines.

Passionate about sculpting and all areas of modelling.

Experience	2005–Present	422 LTD	Bristol UK
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Senior artist, Generalist.

- Character, environment design and build.
- Particle and maya fluid simulations.
- Look dev, lighting and final rendering
- Troubleshooting render/pipeline issues.
- Leading teams, supervising.
- Working closely with compositors, providing pre/comps, and efficient render passes.
- On set supervisor.
- Costing and appraising projects.
- Evaluating and recommending pipeline tools and developments.
- Liaising with clients, directors and producers.
- Mentoring junior staff.

	2003–2005	Freelance	Sheffield
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3D artist, Generalist (Maya, Renderman, Photoshop)

- Optimised low poly 3d modelling.
- Low and high resolution photorealistic texturing.
- Character design and animation, particle simulations.
- Scenario, environment design.
- Building degradation.
- Vehicle modelling.
- Texture photography.

Skills acquired

Efficient low and high poly modelling, File format conversion, environment design.

1990–2001 Freelance 2d artist Sheffield

- Setting up and running all aspects of business.
- Designing and setting up exhibition spaces.
- Creating art for record companies.
- Works published in the UK and USA.

Skills acquired

Self reliance and understanding time constraints/deadlines.

Book keeping, business planning and producing art to a client's needs and specifications.

Education

2001–2003 Ravensbourne College of Design and Communication, Chislehurst, Kent

- BA Degree in Computer Animation and Visualisation

Software

Beginner

Proficient

Advanced

RenderMan, MTOR,
Mental ray, Shake,
Boujou, After effects,
Shave. Nuke, Reaflow,
Maxwell

Maya, Photoshop,
Zbrush, Mudbox,
Terragen 2,

Interests

Art history

A love of art from a child has given wide knowledge of traditional art and history. I'm a regular visitor to galleries and have held several exhibitions of my own paintings.

Film

I have a huge passion for film that crosses many genres.

Music

For several years in my spare time, I worked as a session musician, playing different instruments, guitar, drums, bass and violin.

Sport

I like to keep fit and am a keen cricketer, currently captaining my local team.

