

Tim Blake

Digital 3D Artist

Modeling
Sculpting
Texturing
Lighting

Date of Birth: 01 July 1992

Nationality: British

Personal Statement

I'm a 3D artist. Primarily a modeling TD with a supporting role in texturing and surfacing and a keen interest in lighting and rendering I've been interested in CG for a long time and have been actively involved with 3D software since I was in high-school, teaching myself Lightwave and 3DS Max when I had the time.

My production experience has mainly involved hard-surface modeling but I aim to develop all areas in my discipline through personal work and experimentation in the aim to push my artistic ability and find artistic solutions to new problems.

As a by-product of my degree, I've also developed a passion for photography and more recently, cinematography. As a result, I enjoy taking my photos and indulging in cinema.

Aside from 3D, I like to travel and am flexible to work abroad should the opportunity arise. Furthermore, I have a keen interest in fitness and recreational sport, which provides a good balance with work.

Employment History

November 2015 - Present - Rodeo FX

CG Artist (Modeler)

Hard-surface and Environments

Films worked on:

Valerian
Fantastic Beasts and Where to Find Them
Arrival
Game of Thrones (season 6)

January 2015 - October 2015 - Framestore CFC

Modeling TD (Film)

Modeling hero hard-surface assets and hero costume

Films worked on:

The Martian
Geostorm
Knights of the Round Table: King Arthur

July 2013 - December 2014 - The Moving Picture Company

Model/ Texture TD (Film)

Specialising in modeling. Creating various assets in all levels of detail with a supporting role as a texture TD.

Films work on:

Guardians of the Galaxy
Fast and Furious 7
The Finest Hours
Fast and Furious: Supercharged

July 2012 - August 2012 - The Moving Picture Company

'First Step' Inter (Film Assets)

Developing my skills as a junior modeling TD

Education

2008 - Our Lady of Sion

English: A, A Science: A, A
Mathematics: A Religious Studies: A
French: B ICT: B, B
PE: B Business Studies: C
Statistics: C

2010 - Chichester College

IT Practitioners (Software Development.)
Distinctions/ Distinction/ Merit

2013 - University of Hertfordshire

Visual Effects Ba(Hons): First Class

Currently-Used Tools



3D Coat - Retopology



Maya - Camera Lineups/ Modeling/ Lighting/ nCloth



ZBrush - Sculpting



Mudbox - Texture Projection



Mari - Primary Texturing



Photoshop - sRGB Image Manipulation



Arnold Renderer - Primary Renderer



Nuke - Compositing/ Managing Colourspace/
Advanced Image Manipulation

Mental Ray - Secondary Renderer

Contact Me

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You can also find me on:

- LinkedIn: <http://uk.linkedin.com/in/timblakevfx/>
- Twitter: @tim_blake
- Tumblr: blog.tim-blake.co.uk

Awards

- 3D Total Award of Excellence 15th July 2013
GTM Gladiator - Basketball Wheelchair
- 3D World Feature (March '15 p.12) - "El Caracol II"