

Resume of **Chris Bennett**

WORK EXPERIENCE:

THQ – Studio Oz **(Nov `10 – Aug `11)** (Unannounced AAA project for Marvel (360, PS3, PC))

Senior Character Artist:

- Character modelling and texturing. (Whitebox to final in-game asset, AAA work-flow.)
- Third and First person models/textures for player characters.
- Character related props modelling and texturing.
- Reviewed and provided artistic and technical related feedback on outsourced character work to multiple vendors. (In-game and cinematic trailer assets.)
- Polished existing assets (models/UVs/textures/shaders) to increase visual quality.
- Stepped up and filled in for the lead character artist over or several months up until the studios closure.
- Light rigging and skinning duties.
- Troubleshooted minor character related lighting/shader issues.

AFTRS: Australian Film Television and Radio School **(Oct `10)** (Zbrush Digital Sculpting Course)

Master class Presenter:

- Prepared a weekend master class on “Zbrush Digital Sculpting for production”, tailored to beginner and mid level students.
- Due to numbers course was postponed.

Krome Studios **(Jan `09 to Oct `10)**

Character Artist

(Video-Game: Various Unannounced Projects, Happy Feet 2) (360, PS3, Wii)

- Character modeler and texture artist
- Pipeline Development

Prop Artist:

(Video-Game: Legend of the Guardians: The Owls of Ga'Hoole, Unannounced Projects) (360, PS3, Wii)

- Modeled, textured and animated a range of props.

Environment Artist:

(Video-Game: The Clone Wars: Republic Heroes) (360, PS3, PC)

- Level mesh creation
- Boss Arena
- Collision mesh
- Level Mesh Polish

Photon NZ VFX **(May `08 to Oct `08)**

Lead 3D Modeler

(Feature Film: Laundry Warrior)

- Appointed this role in mid August. Continued to perform modeling tasks listed in the senior modeler role below.
- Organized and assigned modeling tasks to a small modeling team.
- Reviewed assets created by the modeling team.

Senior 3D Modeler

(Feature Film: Laundry Warrior)

- Modelled photorealistic buildings and environments to replace green screen elements in live action plates.
- Built and lined up geometry seamlessly with camera plates via on set reference photography and image based camera modelling techniques.
- Modeling and UV'ing props.
- Leading a small props team.
- Working quickly and efficiently to get assets out on time to tight deadlines.

Animator

(Feature Film: Laundry Warrior)

- Character animator.
- Animated using keyframe and mocap data on hero ninja characters.

Cloth Animator

(Feature Film: Laundry Warrior)

- Animated 3D capes using Maya nCloth.
- Animated nCloth to blend seamlessly into live action cloth.

Photon VFX

(Mar `06 to Jan `08)

Character Modeler

(Feature: Unannounced Film Pitch)

Character Animator

(Animated TV series: Animalia)

Senior Environmental Modeler

(Animated TV series: Animalia)

Cox Rayner Architects

(Nov `04 to Feb `05)

(3D Architectural Visualization: North Bank, QPac Refurbishment, Housing Developments)

3D Modeller

(3D Architectural Visualization: North Bank, QPac Refurbishment, Housing Developments)

- Modeling, texturing, lighting and composition of 3D houses and buildings.
- Strict adherence to architectural plans.
- On site reference photography and site analysis were also undertaken on certain high profile projects.

EDUCATION:

Queensland University of Technology

Bachelor of Fine Arts – 3D Honors

(2005)

*My Thesis offered insight into a creative practice workflow that investigated;
“...a pipeline for creating detailed, realistic 3D characters for use in next generation game consoles
and film visual effects.”*

Awarded QUT Creative Industries Honors Scholarship

Bachelor of Fine Arts – 3D

(2002-2004)

OTHER RELEVANT SKILLS:

I have a strong traditional 2D technical drawing educational background. I have also undertaken project management, design documentation, advanced research skills, and basic product design training.

SOFTWARE PROFICIENCIES:

- Autodesk Maya
- Autodesk 3D Studio Max
- Pixologic Zbrush
- Adobe Photoshop
- Topogun
- xNormal
- Crazybump
- Autodesk Mudbox
- UVLayout

REFERENCES

Name

Lance Powell
Francois Xavier Melard

Relationship

Art Director (THQ)
Modelling Lead (Krome)

Contact

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