



INFO

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Showreels

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3D Generalist

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JAMES WESTON

ASSETS & ENVIRONMENT

Graduating from Teesside University with a First Class Honours in Animation and Visual Effects, I started my professional career as a 3D generalist in advertising. I was quickly exposed to all elements of a VFX pipeline, finding joy and strength in asset creation. This has led me down a path of Houdini-based workflows. This passion for asset creation, mixed with my Houdini workflows, allows me to create the highest quality assets and environments.


RELEVANT WORK EXPERIENCE

- 2021 - PRES DNEG, Vancouver
Build TD
Due to my Houdini modeling, I am often called into asset methodology/technical meetings to discuss whether or how Houdini could be beneficial for larger and more complex asset builds. I'm frequently able to bridge asset builds that were previously handled by FX or environments, resulting in a more efficient workflow between departments. This also helps alleviate some of the pressure, ensuring that assets are delivered correctly and meet the expected quality standards of the build department
- OCT - 2021 Framestore IA, London 6 Months
3D Modelling & Texture Artist
I was brought on as a result of my tool creation and procedural workflow that I had been developing in Houdini. My main tasks included hard-surface modeling and texturing. I create and develop HDA's (Houdini Digital Assets) for an efficient workflow, which improves the overall quality of my work. By creating custom tools, I am able to achieve extremely high levels of detail on my assets in a much shorter time
- APR - 2021 One Of Us, London 1 Year
3D Asset Artist
At One of Us, I modeled and textured props and environments for film. During my time there, I developed new techniques, including procedural modeling methods in Houdini, to achieve faster and more efficient modeling.
- APR - 2020 The Mill, London 2 Year, 1 Month
3D Generalist
As a generalist, I had hands-on experience with all aspects of the pipeline, from pre-vis to asset creation, lighting, and final shot rendering. During my time at The Mill, my asset creation skills started to get noticed by my supervisors, leading to predominantly being tasked with asset creation. This involved working on a wide range of elements, including creatures and full-scale environments.
- MAR - 2018 The Mill, London 7 Months
Runner

EDUCATION

- 2014-2017 Teesside University, Middlesbrough
BA (Hons) Computer Animation & VFX
First Class Honours
- 2012-2014 Wyke Sixth Form College, Hull
A-Levels
Computing: D (Distinction Star)*
Graphic Design: B
Media Studies: B
- 2007-2012 Cottingham High School, Cottingham
GCSE
8 GCSEs ranging from A-C including, English, Maths, Art and ICT

MAIN SOFTWARE USED

-  Houdini
-  ZBrush
-  Mari
-  Marvelous Designer
-  Substance Painter
-  Maya

HOBBIES AND ACHIEVEMENTS

- O2 Media Awards - Emerging Talent Runner Up 2013
-I was invited to this awards evening for an animated short film I created for my A-Level media project.
- Field Hockey
-Chairman for Teesside University Mens 1st Hockey Team.
-Qualified for a Junior Regional Performance Centre selection event for Yorkshire.
-Current player for Vancouver Hawks.
- Cycling
-Cyclist for the Glotman & Simpson cycling club.
-Regularly road and mountain biked in my spare time.