

Rhys Bradbury

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Summary

I am an enthusiastic, hard-working 3D artist who graduated From Falmouth university and moved on to work at Framestore and worked on industry feature films as Thor and Guardians of the Galaxy. I specialise in 3D Layout, Environment Creation and assembly as well as hard surface and soft surface modelling. I enjoy problem-solving and working out how to achieve a shot or make a scene work correctly so would enjoy a role as a 3D Layout TD, Environment artist or Generalist to focus on multiple areas to learn as much as I can from every aspect of 3D. I work mostly in realism but have experience in feature length animation and have very high standards for myself in terms of work as I thrive off criticism and constantly want to better my work.

Additional Info

Very Sporty, giving me a competitiveness in myself pushing me to improve constantly and outperform other artists. Love watching breakdowns of films and finding out how the best films are achieved. I enjoy Computer games and PCs in general having built my own.

Education

Falmouth University, Animation & VFX

UCA, Canterbury, Foundation Year

The Abbey School, Faversham, 3 A-Levels, 10 GCSE's

Experience

2023 July - 2024 July - JellyFish Pictures - Layout Artist

2021 Nov – 2023 March - Framestore – Layout TD

2018-2021 Falmouth University Projects

Skills

- 3D Skills in Maya (Modelling, Animation, Cameras, Scatter)
- Problem solving
- Communication skills
- Compositing skills in relevant software
- Photoshop skills and understanding
- Eye for detail
- Texturing in Substance Software's
- Sculpting in relevant software's
- Camera skills

Projects

Jellyfish Pictures:

- Dogman (animation)

Framestore:

- Thor: Love and Thunder
- Guardians of the Galaxy Vol 3
- Guardians of the Galaxy Christmas special
- Loki Season 2
- Little Mermaid

Falmouth University:

- 2021: Lone, Live Action Film, VFX Supervisor & 3D Generalist
- 2021: Life Support, 3D Film, Hair Simulations & Creature Modeller