



CALVINCROPLEY.COM
3D Artist & Photographer

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Profile

I have extensive experience in photography, Adobe Suite and photo imaging / retouching. Coming from this background has been the basis for my move into Environment Art and 3D. Although I appreciate photography as an art form, it was not giving me the depth and control I am seeking.

My pipeline consists of a high to low top Zbrush workflow, Maya, PBR Rendering and Substance Painter and highly interesting in Substance Designer with custom materials. I use Iray (Substance), Keyshot and Marmoset for my rendering workflow. I aim to become an expert utilizing these programs in the coming years and to contribute to the field.

Experience

JUNE 2018 - AUGUST 2018

Destruction Piece 01 - *Environment Artist*

Inspired by destruction in gaming environments, I created a small scale environment using Maya and tested destruction methods.

- Tested active rigid and rigid bodies in Houdini.
- Utilized Pulldownit for fracture in Maya.
- Utilized Bullet plugin for physics.
- Used keyshot for rendering and lighting.

DECEMBER 2017 - PRESENT

Architectural Visualization, Encounters - *Environment Artist*

In collaboration with a Landscape Architect, I have created environment art focusing on contemporary landscape assets for a medium scale project.

- Interfacing between Rhinoceros 3D and Maya.
- Created block outs as part of the design process.
- Required to work with a team member from another discipline.
- Required me to learn about landscape fundamentals.
- Required me to work with and understand architectural scaling.

FEBRUARY 2009 - MAY 2015

Event Photography - *Freelance Photographer / Data management*

Photographed for Tarantula Music, Munky Media and Future Entertainment as a professional photographer. Contributed to:

- Herald Sun.
- Loreal Paris.
- Melbourne Zoo.
- City Of Melbourne.
- Frankie Magazine.
- Beat Magazine and many others.

Education

FEBRUARY 2016 - DECEMBER 2017

AIE Melbourne - *Advanced Diploma of Professional Game Development*

Completed studies at The Academy of Interactive Entertainment. Core subjects included 3D Art, Game development and Visual effects. The following the tasks were completed:

- Fulfilled and completed workplace safety.
- Created digital 3D models and animation.
- Worked with materials and textures.
- Created game environments as part of a team.
- Planned and pitched a game proposal.
- Managed a major game production.
- Participated in game Jams and worked on two end of year titles.

FEBRUARY 2010 - DECEMBER 2012

Melbourne Polytechnic - *Diploma of Visual Art*

Completed and have undertaken studies of Visual Art at Melbourne Polytechnic Both Photography and Visual Art. The following the tasks were completed:

- Art theory.
- Understanding of Visual composition both digital, mixed media and painting.
- Knowledge about lighting and composition, both fixed and three point lighting.
- Can convert colours from art media to screen.
- A strict understanding of color theory.

References available on request.