

WILL HIGGINS

3D ARTIST

EXPERIENCE

2014- Current

VertexFX Studios Owner / Freelance Digital Sculptor

- Freelance character sculptor for toys, miniatures and collectables.
- Developing characters for various local game studios.
- Developing a blendshape system for custom super-hero statues.

2016- 2019

Torus Games 3D artist

- Working with concept artists, animaters and riggers to develop characters for animation.
- Working with level designers to build environments and develop modular building kits for artists to use.
- Responsible for look development and style guides as well as world building for multiple products

EDUCATION

2016- 2017

3D Character Art Program Game Art Institute

2015- 2016

3D Character Art Program CG Master Academy

2012- 2013

Advanced Diploma of Screen and Media Academy of Interactive Entertainment

ACHIEVEMENTS

Nominated for the Outstanding Screen Student award, in recognition of outstanding production ability, knowledge and teamwork in a film environment at AIE.

Featured on CG Society Top Row and Picks

Featured on Zbrush Central Highlights

Character artist on Position Vacant, an animated short film, screened at multiple international film festivals

Address
Unit 2/ 14 Wattleree Rd,
Ferntree Gully, VIC, 3156

Phone
0430 571 259

Email
will_higgins@vertexfxstudios.com

Portfolio
www.vertexfxstudios.com

ABOUT ME

I'm a 3D character and generalist artist with seven years of Zbrush experience. I have a strong understanding of anatomy, volume, form and dynamic posing.

Lover of Dungeons and Dragons, reading, movies, computer and board games and all things art.

Animal lover.

PROFESSIONAL SKILLS



PERSONAL SKILLS



WILL HIGGINS

3D ARTIST

WWW.VERTEXFXSTUDIOS.COM

Phone
0430571259

Email
will_higgins@vertexfxstudios.com

Portfolio
www.vertexfxstudios.com



01

01 Stan Lee Likeness Study Portfolio piece

Study of Stan Lee to hone my likeness skills. Sculpted in Zbrush.

02 Beast Quest 3D Artist

Responsible for various characters and environments

03 Paw Patrol: On a Roll! 3D artist

Responsible for various characters and environments

04 Stormtrooper Helmet Hard surface and texturing study

Study of a stormtrooper helmet to practice my hard surface modeling skills and texturing.

05 Hulk 1/4 scale collectable

Private commission for a 1/4 scale collectable

06 Toad 1/4 scale collectable

Private commission for a 1/4 scale collectable

07 Stan Lee Tribute 1/4 scale collectable

Private commission for a Stan Lee tribute collectable.



02



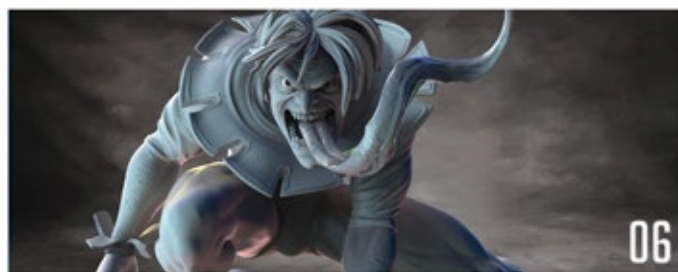
03



04



05



06



07