

CALVIN CROPLEY

2D / 3D Artist

A digital artist with a passion for creating realistic 3D models and visual effects for the games and VFX industry.

A background in visual art and a decade of experience as a professional photographer. I apply my technical knowledge of light, optics, composition and colour to the work I produce as a 3D artist.

Calvin Cropley | 0413 103 779 | calvincropley@gmail.com | CalvinCropley.com | [LinkedIn](#) | [Artstation](#)

JOB EXPERIENCE

FREELANCE GAME ARTIST | 2019-Present

Client Work within the Video Game and Modding Community. Collaborations include modelling 3D Assets, UV mapping textures and rendering. Occasionally working with high to low baking and retopologizing assets for game ready production and optimization.

PHOTOGRAPHER | 2009-2018

Melbourne, Freelance Photographer.

Live events, fashion, music and writing articles. Content creator for web and social media. Understanding of lighting and composition.

SOFTWARE



MAYA



ZBrush



Substance Painter



Substance Alchemist



Photoshop



Lightroom



Crazybump



Marmoset Toolbag

EDUCATION HISTORY

ADVANCED DIPLOMA - PROFESSIONAL GAME DEVELOPMENT - 3D GAME ART | 2016-2018

Academy of Interactive Entertainment

Core Subjects - Environment Art, Character art, Game Engines, Major Production, GUI, Animation.

DIPLOMA OF VISUAL ART - VISUAL ART | 2010 - 2012

Melbourne Polytechnic

Core Subjects - Photography, Painting, Printmaking, Drawing, Digital Art, Creative Writing, Personal Services.

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