

Carl Knox

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PERSONAL INFORMATION

Name: Carl Knox
Date of birth: 20th December 1982
Nationality: Australian
Current Status: Freelance 3D animator, concept artist, illustrator, and independent filmmaker
First Language: English
Other Languages: French (fluent)

SUMMARY

I am a 3D and traditional arts generalist with over 13 years in the advertising and entertainment industry.

Above all I am curious, self-motivated and optimistic when approaching any challenge – technical or artistic.

I am looking to join a team of like-minded technical artists, where my broad skillset can be used effectively.

PROFESSIONAL EXPERIENCE

Freelance Artist Jan 2008 – Present

Clients Include: **Asprey Creative, Tilt Creative, Vibe Creative, Cornwell**

- Proficient in all fields of 3D, illustration, design and concept art for characters, vehicles, props and environments, storyboards, textures and game art.
- Working in partnership with prominent Melbourne producers, branding and advertising agencies on many high profile campaigns and pitches.
- Pushing into new technologies is always exciting; this past year I have been moving primarily in the direction of 3D photometric scanning as well as creating content for the Oculus Rift in Unity.

Maya Lecturer Jan 2008 – Present
Monash College, Caulfield, VIC

- Communicating pipeline techniques from initial concept sketches to final composites
- Efficient topology techniques for polygon, NURBS and Sub-D modelling
- Rendering techniques including UV layouts, Normal Maps, and Image Based Lighting techniques
- Creating video lectures explaining step by step processes.

Senior TD Sep 2006 – Jan 2008
Yomp Studios, Richmond, VIC

Post-production studio specialising in visual effects and 3D animation

- Rigging, modeling, animation, rendering, and concept art
- Designing and integrating rigs for an animation pipeline between Maya and Motion Builder (including cache optimisation for rendering in 3D Studio Max).
- Creating realistic facial & full body rigs for both human and animal characters.
- On-site Motion Capture Lead using the GypsyGyro-18 Mocap System.

Rigger, Modeler Jan 2006 – Aug 2006
Act3 Animation, Prahan, VIC

Computer graphics studio providing pre-rendered, in-game and real-time animations for the video game industry

- Creating facial and full body animation rigs for both human and animal characters
- Custom MEL Particle Effects
- Render wrangling
- Character setup for in-game transfers between 3D Studio Max and Unreal Engine

Maya Lecturer June 2005 - May 2007
Swinburne University, Prahan, VIC

- Communicating pipeline techniques from initial concept sketches to final composites
- Efficient topology techniques for polygon, NURBS and Sub-D modelling
- Rigging essentials
- Rendering techniques including UV layouts, Normal Maps, and Image Based Lighting techniques

Generalist June 2004 – June 2005

XYZ Studios, St Kilda, VIC - Animation, Visual Effects, Advertising

- Creating facial and full body animation rigs for both human and animal characters
- Rigging hard body surface rigs for scooters, cars and machinery
- Custom MEL Particle Effects
- Render Wrangling

EDUCATION

Fine Arts/Concept Art Education (2011 – 2012)

Concept Design Academy – California, USA

Fine Arts/Concept Art (2010 – 2012)

The Art Department (TAD) – California, USA/Online

3D Education (2002 – 2003)

Computer Graphics College (CGC) – VIC

Software and Hardware Education (2001 – 2001)

Microsoft Certified Professional – ACT

High School Education (Graduated 2000)

Canberra Grammar School – ACT

INTERESTS

Personal time finds me in my home studio currently studying screenwriting, cinematography and music theory.

There is always a sketchbook on me as I am constantly taking notes, drawing and studying from life; experimenting with story and character concepts, lighting, and compositional studies.

Entertaining people, both on film and in person - the art of astonishment, has always been an obsession of mine. I have had a short professional stint in close-up sleight of hand illusions, which I still continue today as a hobby.

I enjoy keeping fit; walking and running every day with my dog as well as the occasional surf and snowboarding trip.

REFEREES

- Peter Asprey
Asprey Creative – Founder
Phone: (03) 9414 3077
Email: peter@aspreycreative.com.au

- Brett Jones
Monash College - Academic Manager
Phone: (03) 9903 2665
Email: brett.jones@college.monash.edu.au