

Justin Capes

Animator & 3d Artist

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Career Objective

To work as a professional animator.

As an enthusiastic, creative hard worker I have always excelled in my studies and creative projects. At University I brought movement into my artwork and learned how to use computer art packages to implement my designs into relevant CG assets and formats. In doing so I discovered that animation and character artwork are my main strengths and passions.

I have experimented with animation from a young age and have continued to analyse and enjoy the processes. Since completing my degree I have had my final project screened at 'Animex' animation festival and featured in a short film, been funded to create original animation concept 'Rustic Dreams' which has been recieved well at festivals around the world. I then secured games industry experience at 3rddc and Halch whilst working freelance on animation for Television, adverts and shorts. I have continued to study animation and character development and have recently completed Maya industry training at Escape Studios. I am dedicated to forging a successful career in the games industry.

Technology

- Maya 2008
- Adobe Photoshop
- 3ds Max 9 & Character Stdio
- Softimage Xsi
- Mud Box
- Ape game engine and level editor
- Usanimations Toon Boom
- Adobe Premiere & After Effects
- Discreets Combustion 3 years
- NDS Usenti Sprite Cutter

Employment/Training

Escape Studios – Maya Core

November 2008 – Present

Escape Studios Maya Core course has been developed by leading industry professionals and teaches the complete fundamentals of Maya. The course follows the industry proven structure, giving a break down of each subject and all the tools used. The Maya Core bundle includes all of the individual learning modules from Introductions to Maya, Animation, NURBS modelling, UV mapping, skinning, texturing, through to lighting and texturing.

Seed Animation – Animator – UK TV Gold indents

July 2007

Animated, setup, lit and rendered an ocean background for two of the indents. This was freelance work done in Softimage Xsi at Seed Animation's previous studio.

HALCH - Animator & 3d Artist – Bob the Builder 2: Festival of Fun

February 2007 – July 2007

Worked from concept to completion on the Nintendo DS and PS2 game based on children's TV license 'Bob the Builder 2 – Festival of Fun'. I acted as a animator and 3d artist working most of the time on the PS2 version. The game consists of a collection of mini-games that cover a broad spectrum of game types, an existing art style and creative technical demands. This game has been released.

As a low budget title with 4-5 months production time and a small team it was necessary to be involved in all aspects of the creative decisions and design process to meet the milestones. This meant rapid production of animations and 3d assets to be created, exported and make function in the game engine.

HALCH – Storyboard Artist & 3d Character Artist – MTV Animation

July 2007

I Worked as storyboard artist and 3d character artist on an MTV animated short directed by Richard Fenwick. The animation was themed with video game visuals parodying a fight sequence where the hero gets beaten up despite the tactical advice of the game commentary.

3RDDC - Animator & 3d Artist – Beverly Hills Cop PS2

February 2006 – December 2006

Worked on PS2 game based on the film license 'Beverly Hills Cop' as animator and 3d character artist. The game is a first person shooter and has been released.

As a low budget title with 4-5 months production time and a small team it was necessary to be involved in all aspects of the creative decisions and design process to meet the milestones. I spent the first 3 months on rapid production of 3d characters whilst devising a list of crucial game cut scenes to be animated later. I was also designated two levels to fix and structure the animated events, for example a trigger box for the player to walk into which triggered one of my cut scenes.

Director, editor & Animator – The Digital City

June 2004 – Jan 2005

After graduating from my degree I applied for a Digital City development fund to produce an animation project I had done pre-production work for in my spare time. The idea was to get funding and with fellow graduate Sebastian Livall to make something for our show reels to aid in getting into the CG industry. It was accepted after our presentation and the project was reduced to a 3 min demo version on the funding offered. We worked as production company 'Rusted Films' for six months and finished the animation project on time. 'Rustic Dreams' has been received well at animation festivals, digital arts evenings and television.

Education

1st BA Computer Games Design - University of Teesside (UK) – 2001 – 2004

Including such modules as:

Game Animation
Character Animation
2d Character Animation
Animation principles 1 & 2
Post production

A – Levels – Driffield School – 1999 – 2001

Art & Design - A
English - A
Economics - C

10 GCSE's – Driffield School – 1994 – 1999

Interests

The arts of which I love video games, films, animation, reading, stand up comedy and comic books. I keep myself active creatively by drawing animation concepts, devising characters and writing. I have also been involved in zero budget film productions at weekends. I also enjoy keeping up with current affairs in the news and having discussions with friends.

I am spending a lot of time doing training exercises in Maya and studying video tutorials to analyse workflows. I am also studying traditional 2d animation and improving my drawing skills.

The video games I play at the moment tend to be first person shooters, of the current generation of consoles I own an xbox 360, DS and a Wii. I have had access to video games from an early age; being one of three brothers who all love video games the first machine we bought was a Spectrum ZX floppy drive and have continued to buy most of the consoles. My favourite video games are Golden Eye, Super Mario World, Nights into Dreams, Sega Rally, F-Zero-X, Super Mario kart, Jet Force Gemini, The Orange Box, Bioshock, Ocarina of Time and Battlefield 2.