

Peter Agg

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3D Technical Artist

Operated as a Generalist TD in a high pressure commercials environment for projects of varying intensity and length. Confident and able to calmly problem solve under pressure whilst adept at working in the areas between artistic and technical disciplines. Highly self motivated and eager to learn new skills.

Skills:

Rigging

- Experience creating production rigs in a range of styles: Biped/Humanoid, Animals, Mechanical
- Developed internal rigging/character tools for use by both Character TDs and Animators
- Contributed solutions to in-house biped rig
- Primarily work in Softimage, but comfortable using Maya

VFX

- Responsibilities per project range from delivering common assets for use by a team of artists to crafting hero elements for one-off effects
- Softimage ICE experience, including particle systems, Lagoa setups and geometry deformers
- Developed ICE Cache pipeline

Python

- Improved existing work-flows – from re-factoring existing code and rewriting old JScript tools in Python to overhauling asset management systems
- Contributed to internal module libraries
- Rolled out new tools using individual projects as test-beds

Work Experience:

Technical Director, The Mill

April '10 - Current

Generalist TD, taking on a wide range of challenges. Responsibilities varied per project including Rigging, VFX and tool development, or combinations thereof.

- Produced rigs for projects including Muller Wonderful Stuff, the award-winning VW Beetle ad from the 2011 SuperBowl and recent Comfort and Surf campaigns for Unilever.
- VFX Projects range from unfolding walls of paper for the 141% campaign for Brother, growing brick trees for Sandander and generating foam, bubbles and petals for Surf.
- Developed pipeline and workflow tools, such as; standardised playblast tool, asset management system, a tool for sharing animation poses across projects and various scripts for supporting the internal rigging pipeline.
- Created bespoke scripts and pipelines for assigned projects – from simple publishing scripts to full ICE-Cache workflows.

Runner, The Mill

Feb – April '10

Runner, Passion Pictures

Jan – Feb '10

Production Assistant, HMX Corporate Communication

May '07 – Jan '08

Began working in production but moved into an internal Final Cut Pro/After Effects role. Responsibilities included:

- Assisting on shoots
- Editing offline cuts and authoring DVDs
- Organising data – from digitizing tapes to maintaining hard drive space and backups

Education:

Mechanical Rigging for Maya

2010

CG Workshop (Online Course)

- Production-level primer for Maya Rigging, taken to expand career options
- Covered 2 rigs in-depth and introduced scripting (pyMel and Python cmds) for rigging

MA 3D Computer Animation – Merit

2008-2009

NCCA at Bournemouth University

- One year intensive course, taken to support change in career
- Generalist programme, eventually specialising in Animation and Rigging
- Covered both artistic and technical aspects of production

Introduction to Maya

2007

Central Saint Martins (Summer School)

- One week introductory course, taken to gauge suitability for a career switch

BA (Hons) Fine Art (New Media) - Lower Second Class

2003-2006

Chelsea College of Art & Design

- Demanded high level of self-motivation and self-directed learning
- Focus on critical thinking skills and developing creative process
- Specialised in 2D animation, video editing and film studies

References:

Provided on request.