

Daniel Cornibert

Animation • Illustration • 3D modelling • Texture artist

Profile

A driven and avid artist dedicated to producing high quality models, textures and animation.

Organic character modelling

- Have built characters from others and own original concept sketches through to final rigged with target morphed corrections models.
- Life drawing and human anatomy experience.
- Have modelled characters and environments using Light Wave 3D, 3D Studio Max, Maya and have published models to game engines.

Texturing

- Proficient user of Adobe Photoshop and Corel Draw able to design logos, paint or manipulate images to produce texture maps for photo realistic and non photo realistic use.
- Experienced in Deep Paint and Body Paint in producing seamless texture maps.
- Produced High definition models using Z brush for displacement or normal map generation.

Software Skills

Adobe Photoshop
Z brush
Adobe illustrator
Corel Painter
Corel Draw

Maya
After effects
Flash
Adobe Premier
3D Studio Max

Body paint
Unreal ED
Final cut pro

Career

Frontier Developments

2007- present

Artist

- Used 3D Studio Max to model assets, Rig models and Light environments of Thrillville: Off the rails for (Xbox360) (PC) (WII) (PS2) and (PSP)

Sony Computer Entertainment Europe

2005-2006

Artist

- Used Maya to model and rig character models. For World Tour Soccer 2 (PSP) & World Tour Soccer: Stars (PS3) game. Also involved in concept development and generation of new ideas.

Nexus Productions

2005

Placement 3D modeller

- Used 3D Studio Max to model assets for the Beefy and Lamby commercials.

BlackWatch Productions

2005

3D modeller & Rigger

- Used 3D Studio Max to model and rig assets for Kwok Fung Lams Eat, Dog, Cat, Mouse Mesh scheme animation.

Education

University of Westminster

2002-2005

- BA (HONS) Animation

Upper Second class with honours