



# Lee Baskerville

## 3D Artist

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I have worked as a professional artist for over 10 years now and I'm very happy to be still learning and pushing my skills to the limit. During my career I have created a great variety of content for some of the world's leading advertising, design, visual effects and games companies.

## Experienced 2D/3D artist

Currently working as a freelance Maya generalist

**2010-2012** - Lead Artist at Big Man Ltd. Recent clients include BBC, Bacardi, Scottish Widows, Sony London, Superfad and Unichrome.

**2009** - 3D Artist at Shadow Light Games, London. Projects included 'Hungry Shark 1,2,3', 'PDC Darts' & 'Dead Money'.

**2009** - Freelance Character Artist at Passion Pictures London.

**2009** - Freelance Texture Artist for ED & J Studios

**2008 / 2009** - Character Artist for Mobstar Media Brighton

**2007 / 2008** - 1 year out for Masters Degree in 3D Computer Animation at Bournemouth University.

**2005 / 2007** - 2D Artist for Delaney Digital in Brighton.

**2004 / 2005** - 2D Artist at SoftTalk studios Brighton

**2002 / 2003** - Freelance storyboard artist at Brighton Media centre.

## Education

**2007-2008** Bournemouth University:  
MA 3D Computer Animation with Distinction

**1998-2001** Brighton University:  
BA (Hons) Illustration degree

**1997-1998** West Notts College:  
BTEC Art and Design foundation course

**1990-1997** Elizabethan High School:  
3 A' Levels: Art grade A. Design & Technology grade A. History grade C.

8 GCSE's: A\* grade in Art, A grade in Design & Technology plus 6 other subject grades C to B.

## Technical skills

I have been using 2D art applications for over 15 years. I am fluent with art programs such as Photoshop & Illustrator.

4 years of Maya and Mental ray experience. I use stand alone applications such as Headus UV layout and XNormal in conjunction with Maya. I have also used XSI and 3DS Max professionally.

4 years experience in Zbrush. I also have experience using Mudbox.

1 years experience with Mari on projects such as Planet Dinosaur and next gen titles for XBOX and PS3.

I have used Photogrammetry software such as ImageModeler.

Over the years I have used many proprietary tools such as Tile studio and worked with engineers on in house tool to design new functionality and scripts/plugins.

I have created Videos in After effects and Adobe Premier. I am currently learning Nuke to composite my latest personal projects.

After years of creating assets for interactive entertainment, I am skilled in the creation of low-poly meshes, optimised graphics and animation with consideration for specific performance limitations.

2D Game assets and animation.

## Specialist fields

Texture Painting

Character modelling

Concept design & Illustration

Product Animations



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## Creative Communicator

I have over 25 years experience of using a wide range of art media such as pencils, marker pens, pastels, oils, acrylics, aerosols, modelling clay, Wacom tablets and photography.

I am currently Lead Artist at Bigman 3D in Brighton. I manage a small team of artists in Bali and the UK giving positive feedback, guidance and encouragement to help the team produce assets of a consistent look and feel. I am experienced with developing and staying true to in-house style guides and design documents.

My day to day tasks include assigning work to artists and reviewing it before client submission. I have my own work load also which can be anything from modelling, texturing & animation. We have a VFX pipeline with Maya, Mudbox, Mari, Photoshop, Nuke and Renderman being used. We often work with companies such as Jelly fish pictures in London producing photo real assets for large productions such as Planet Dinosaur.

I am adept at brainstorming and lateral thinking; I can refine and develop these ideas into story boards, concepts and finished products. I have designed levels for platform games and have also conceptualized entire games for Mobile phones.

I relish being part of a dynamic team and I recognize the value of having 'people skills'. I am a concise communicator and I am keen to contribute to group discussions. I'm a good listener and always alert, making notes and explanatory sketches as required. I respond calmly to problems as they arise in stressful situations.

## Exhibited art

- 2011 Fire fighter Exhibits @ Riverside Museum Glasgow.
- 2011 Glenn Douglas Exhibits @ Riverside Museum Glasgow.
- 2010 'True Colour' @ The RecordStore gallery, Nottingham
- 2007 '12x12' Group show, Seven Dials Artist Group Brighton
- 2006 'Heart' Charity fund raiser, Hong Kong
- 2005 Retford Public Library
- 2004 Cactus Cafe Meribel France
- 2004 'Big Dipper' @ Font bar, Manchester, UK
- 2004 Brighton Fishing Museum
- 2003 Retford Public Library
- 2002 Brighton Fishing Museum
- 2001 Coningsby Gallery London

## Published work

- 2011 GAME: 3D Characters for 'Zumba Fitness 2' (Zoe Mode)
- 2011 TV: Planet Dinosaur BBC (3D assets)
- 2011 TV: Frankenstein's Wedding Promo BBC (3D Assets)
- 2011 BOOK: '3DS Max Automotive modelling' (Focal Press)
- 2011 GAME: 3D Characters for 'Motorstorm 3' (Evolution /SCEE)
- 2011 GAME: Level artwork for 'Crush 3D' (Zoe Mode)
- 2010 CONCERT: Capital FM Animations for Jingle Bell Ball at the O2 Arena. (I modelled and animated 3 shots)

- 2010 WEB: Animations for Bacardi & Jack Daniels
- 2010 FILM: Gallowalker (Texture Painting on 2 shots)
- 2010 WEB: Scottish Widows Animations
- 2009 GAME: PDC Darts (Future Games of London)
- 2009 GAME: Hungry Shark (Future Games of London)
- 2009 GAME: Dead Money (Future Games of London)
- 2009 MAGAZINE: 3D Artist Magazine (October issue) (UK)
- 2009 MAGAZINE: 3D World Magazine (UK)
- 2008 MAGAZINE: Computer Arts Magazine (June issue) (UK)
- 2008 WEB: Article on VFXworld.com
- 2008 WEB: Article on Massive Software Website

## Free time

In my spare time I benefit from a very broad range of educational and entertainment media. I like to read up on all manner of art & design, science and technology subjects. Staying on the cutting edge of CGI means there is always plenty of reading material to soak up.

I enjoy portrait painting in my free time as well as observational sketching when on my travels.

I love the great outdoors and nature. I enjoy swimming, cycling and walking.

## Any questions?

References and a wide range of work samples are available on request.