

### **Personal Details:**

Name: Christopher Nichols

Location: Vancouver, BC

Contact:

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### **Education**

Certificate 4 of Art and design ( Bunbury regional Tafe)

2001

Certificate 4 of Graphic Design and Multimedia

Western Australian School of Art Design and Media (WASADM)

2002

Diploma of Graphic Design and Multimedia (WASADM)

2003

Advanced Diploma of Graphic Design and Multimedia (WASADM)

2004

Advanced Diploma of animation (WASADM)

( Worked on student film called 'Crysalis' as modeler/ texture artist for objects and environments).

### **Work History**

#### **March 09 –Nov 09**

Hired full time as a Texture artist at **CIS Vancouver** On Clint Eastwoods film 'Invictus'. Responsible for texturing characters bodys and clothing to be used in the film . Was also asked to model new normal maps in Zbrush for all of the shirts of the characters. During end of production I helped out another team with assets for 'The Last Airbender' for a short time.

#### **June08- March 09**

Hired full time as a Modeler/ Texturer artist at **Spin VFX**. Worked on assets for the film Impact, tv show 'Psych' as well as worked on film pitches for 'Battle L.A', 'Revulsion' and 'The tigers apprentice' .

#### **Nov 07- April 08**

Hired full time at **Bardel Entertainment** ( Vancouver) on the tv show 'Viva Pinata' as a Prop Modeller. I Often helped out the Texturing Dept with Character and Prop textures.

#### **2005 – 2006**

TV:

Freelance Maya artist and Graphic designer which included full creation ( design, modelling, texturing, rigging, animation and lighting/rendering) of a goblin for the t.v show 'The sleep over club' for post production studio **Whizz Digital**.

Film:

Lead Character/ Environment Modeller / Texture artist for 5 months of production on the film Ironbird. Responsibilities included creating animatics with the supervision of the films director. Hero Character and Sets modelling, texturing and shader setup. Matte paintings to be integrated with live action plates and assisted Maya fluids, cloud and explosion setup for multiple scenes as well as Lighting setup.

**Software Experience:**

Maya Unlimited 5 years

Zbrush 5 years

Mudbox 18 months

Photoshop 12 years

After Effects 5 years

Currently getting some experience using Linux while at CIS

**Awards:**

3dtotal.com – 3d Total Excellence Award for ‘Rock Lizard’ November 07

3dtotal.com – 3d Total Excellence Award for ‘Pack Beast’ March 08

3dtotal.com – 3d Total Excellence Award for ‘The Outlander’ May 08

CGarena.com- Cg Arena Excellence Award for ‘Rock Lizard’ April 08

**Other Distinctions:**

Helped organise and presented Anomaly 2009, a Cgmovement event featuring Artists from film and games in a one night event. Involvement included planning the Evening, coming up with the look and theme of the event and designing any art used In promotional material as well as the interior design for the show. Apart from the artistic Side, I also sourced artists from Vancouver and California to present and give keynotes And lastly I was the m.c on the night.

**Interests:**

Modelling /Texturing

Independent Film

Electronic music

Working with motivated people on challenging projects

Science Fiction and fantasy

References Available upon request.