

# BRENTON GOODWIN

3D Modeler - Character Artist - Generalist

[brenton3d@gmail.com](mailto:brenton3d@gmail.com)

[brenton3d.com](http://brenton3d.com)

(AU) +61 401293460

## WORK HISTORY

### ANIMAL LOGIC

Modeler, Sculptor

August 2014 to Present

Creature sculpting and production models, asset modeling from concept, set extension and scene layout.

### 2015 - 2017

Films:

[Peter Rabbit](#)

[The Lego Ninjago Movie](#)

[The Lego Batman Movie](#)

Role: Modeler

Creature sculpting and production models, modeling various LEGO bricks for brick library, building sets and set peices from LEGO brick library, plant, rock lava and obsidian model/sculpting, asset modeling from concept, set extension and scene layout

### 2014 - 2015

Films:

[The Divergent Series: Allegiant Part 1](#)

[Monk Comes Down the Mountain](#)

Role: Modeler

Asset modeling from concept, set extension, cleaning and resculpting LIDAR terrain scans modeling and camera matching set geo for lighting/FX interaction

### PERISCOPE GAMES

Character Artist (Freelance)

April 2016 to January 2017

Games: [Post Scriptum](#)

All player characters, British and German tents and various helmets: high and low poly, baking, texturing. for Post Scriptum FPS game in Unreal Engine 4.

### PLASTIC WAX

Senior Generalist, Asset Lead

April 2009 - September 2014

Asset modeling, sculpting and texturing from concept, assesing, remodeling and texturing game assets for pre rendered cinematics, environment and scene layout, animation and motion capture clean up, cloth simming

**PLASTIC WAX**  
**2014**

**D&D Tyranny of Dragons**

Role: **3D Generalist / Cloth Simulation**  
Scene assembly, some layout, cloth simulation

**Dirty Bomb Scrubs Trailer**

Role: **Asset Lead / 3D Generalist**  
Assesing game assets from client, exporting all required assets from Unreal Engine 3 and importing and assembly in Unreal Engine 4

**Infinite Crisis - What Do You Fight For? Trailer**

Role: **Character Lead / 3D Generalist / Cloth Simulation**  
Managing a team of offsite character artists in art direction and technical requirements for all characters, providing feedback and assesment of final models and textures for production. Cloth simulation of all required characters

**PLASTIC WAX**  
**2013**

**LittleBigPlanet Hub: Announce Trailer**

Role: **Asset Lead**  
Model and texture for Sackboy, couch, arts and crafts diorama, all props, scene assembly

**Civilization Online: Reveal Trailer**

Role: **3D Generalist**  
Asset modeling, texturing, set modeling and texturing.

**Sid Meier's Civilization V: Brave New World: Launch Trailer**

Role: **3D Generalist**  
Various background character variation models and textures.  
Saturn V rocket, environment models and textures, animation and scene assembly

**INTEGRATED DESIGN SOLUTIONS**

**June 2013**

Role: **3D Generalist**  
Architecture visualization, modeling, texturing and cleanup based on Architect plans and CAD models

**PLASTIC WAX**  
**2012**

**Darksiders 2: 'Salvation' Trailer**

Roles: **3D Generalist**  
Trailer pre-visualisation, layout and modeling of 'Hell' Environment.

## **Epic Mickey 2, Intro and Ending**

Roles: **3D Lead and Generalist**

Modelling and texturing assets based off low-poly game assets for final renders. Collaboration with Lead Animator to integrate Maya animation data with 3Ds Max assets for lighting and rendering. Troubleshooting, team and project direction.

## **Neverwinter 3, Trailer 3**

Role: **3D Generalist**

Pre-Visulisation and layout for animation (including animatic) in addition to layout and modelling of castle wall environment. Pipeline setup, character assembly, cloth simulation and project assembly for lighting and rendering.

## **PLASTIC WAX**

**2011**

## **Neverwinter 3, Trailer 2**

Roles: **3D Generalist**

Cloth simulation and assembly pipeline setup, miscellaneous prop modelling, character, set and scene assembly

## **Sid Meier's Civilization V: Gods & Kings - Launch Trailer**

Roles: **3D Generalist, Animator and Motion Capture Actor**

'Castle Seige' scene: clean up and texturing of character models in addition to creating variations for characters. Clean up and refinement of motion capture and scene animation. Weapon and prop animation.

'Galileo' scene: Globe and telescope models

'Musket Fire' scene: Musket modelling, texture and motion capture clean up and refinement.

Motion capture actor for the King, apprentice blacksmith, Galileo, musket soldier, torch carrying

Templar, castle siege archers and 1 of 2 attackers and defenders

Character and scene assembly, cloth simulations.

## **Inversion: 'Ready to Fight' Trailer**

Role: **3D Generalist**

Assessing game assets, assisting scene and camera layout with minor prop modelling and character animation.

## **'Saints Row : The Third', In-game cutscenes**

Role: **Animator (credited)**

Animation and Motion capture clean up, assisting lead animator to finish shots.

## **Saints Row: The Third - Power CG Trailer**

Roles: **3D Generalist / Cloth Simulation / Scene assembly**

Prop model and textures including Zippo lighter and weapons. Cloth pipeline setup and cloth simulation for main character, Johnny Gatt (shot through shoulder), Angel (Wrestler) and club henchmen. Set and character assembly, including troubleshooting Maya animated mesh to 3DS Max for the Lighting/Rendering passes.

## **Warhammer 40,000: Kill Team Announcement Trailer**

Roles: **Asset lead, Animator, 3D Generalist, Pre-visualisation and layout.**  
Project layout and animatic. All animation and all modeling except Ork ship.

## **PLASTIC WAX** **2010**

### **Dawn of War 2 : 'Retribution' Trailer**

Roles: **Asset lead, Generalist, Pre-visualisation and layout**

Modeling and supervision of modelling and texturing of characters and sets from low poly game assets to pre-rendered requirements. Space Marine Captain motion capture cleanup and additional animation. Refinement and handkey animation and final Pit Deamon animation.

### **'Rift Planes of Telara' Cinematic**

Role: **3D Generalist**

50% Environment modeling and texturing, prop modeling and texturing (Snare trap, Amulet), Life Rift Tentacle monster model. Chain simming and scene assembly.

### **Marvel 'Super Hero Squad Online' Trailer**

Roles: **Character and Environment Modeler**

Modeling and texturing of all characters and sets from very low poly game assets to pre-rendered requirements. Super Hero Squad Online poster layout design and modeling.

### **Fallout New Vegas - E3 2010 Trailer**

Roles: **3D Generalist, Pre-viz and layout**

Scene layout and previs, all models and textures except the eyebot, all animation.

### **Fallout: New Vegas Intro**

Roles: **Asset lead, 3D Generalist**

Assessing and sorting a very large library of game assets, scene layout and setup, uprezing models and textures where needed. Minor animation cleanup and refinement.

## **PLASTIC WAX** **2009**

### **Fallout New Vegas Debut Trailer**

Environment model and textures

### **Ghostbusters: The Video Game TV Spot**

Environment model and textures

## **INTEGRATED DESIGN SOLUTIONS**

Generalist

June 2013

Architecture visualization, modeling, texturing and cleanup based on Architect plans and CAD models.

**ANIMAL LOGIC – TVC Division**

Modeler, Sculptor

December 2009 – March 2010

Modeling engine parts, car sized treadmill and oil magnet, attachments and set extensions for TV commercials.

Project:

**4 Acura TV commercials**

**RED CARTEL**

Generalist

September 2009 - October 2009

**TWITCH STUDIOS**

(now **Red Cartel**)

Junior Generalist

January 2006 – July 2009

Poker machine big screen animations, TV spots, web banner ads, marketing images.  
Modeler/ Texturing, Animator, Scene Assembly

Clients/Projects:

**Creative Assembly, Aristocrat, Toyota, RMG, Kellogs and Eidos Interactive**

**Computer Graphics College Sydney**

(now **SAE Qantm**)

August 2004 - November 2005