

Brenton Wright

2D/3D Game Artist

Nanango QLD Australia

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Experience

11 years experience in the games development industry, working both remotely and in-studio, creating assets for PC, console and mobile titles.

Multiple disciplines. Technically minded. Quiet achiever. Team player. Enjoys problem-solving. Loves creative pursuits.

Roles

3D Artist – Environment modelling, texturing and animation. Mentoring junior artists.

Concept Artist – Creating concept art for 3D modellers.

Character VFX Artist – Creating visual effects for character combat animations.

Technical Artist – Working with programmers, to create tools to assist efficient art workflow.

UI Artist – Creating front-end, HUD, user interface assets and localisation.

Skills

3D Modelling and Texturing, Level Design, White Boxing, Concept Art, Visual FX, Animation and Rigging, Tool Development, Unity Development, Mel Script, Python and C#.

Software

Maya, Blender, Photoshop, After Effects, Davinci Resolve, Unity, Perforce.

Projects

Jimmy Neutron: Attack of the Twonkies (THQ)

2D Art

- Concept art for pickups.
- Retro mini-games in Arcade level.
- Icons for various user interfaces and HUD.

3D Art

- Non-playing characters.
- Item pickups.
- Setup and render of frontend scene “fly-over” camera.

QA Tester

- Assisting QA Team with play-testing, logging and reviewing fixed bugs.

Spongebob Squarepants: Lights Camera Pants (THQ)

2D/3D Art & Animation

- Concept art, modelling and animation of objects and environments, in 3 x mini-game levels (Inflatable Pants, Pedal of Honor, Tethered & Weathered). Included Maya’s Blendshape animation.

Avatar: The Last Airbender (THQ)

2D/3D Art & Animation

- Level design, concept art, modelling and animation of objects and environment art assets for the Earth Nation’s “Omashu” level.

Avatar: The Burning Earth (THQ)

2D/3D Art & Animation

- Level design, concept art, modelling and animation of objects and environment art assets for the Fire Nation’s “Drill” level.

Avatar: Into the Inferno (THQ)

2D/3D Art & Animation

- Level design, concept art, modelling and animation of objects and environment art assets for the Fire Nation's "Gondola" level, the Air Nation's "Air Temple".
- Modelling components for complex "designer objects" like the flying boat, using Maya's Blendshape animation for various states.

Megamind: Mega Team Unite (THQ)

2D/3D Art

- Concept art, modelling and texturing the Conductor's "Airship".
- "Psycho Delic" boss level objects.

UI Art

- Concept art and finished art for user interface assets, including frontend, main menu, HUD objects, character icons, level images and image localisation.

The Last Airbender (THQ)

3D Art

- Water Nation objects for intro fly-over scene.

Concept Art

- White-box paint-overs for Water Nation levels.
- HUD.
- Exploration for Spirit Level.
- Air Temple objects.
- UI icons and progress bars.
- Exploration for cut-scene art style.

Technical Art

- Working with programmers, to create tools to assist efficient art workflow.

Character VFX

- Combat VFX for characters, utilising particle FX, animating geometry, image sequences and scrolling UV animation.

MEL Scripting

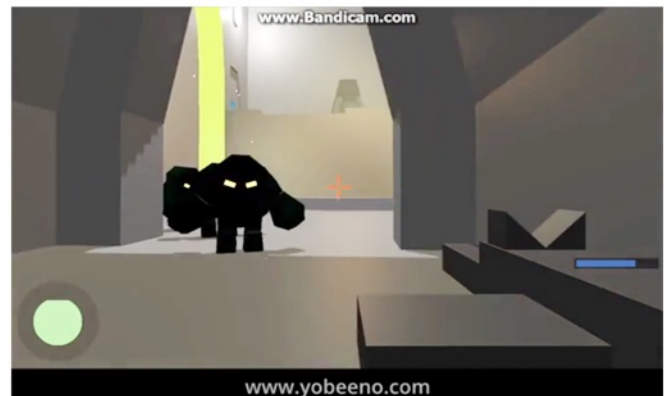
- Automating art processes for general modelling and visual effects.

Personal Unity Projects

These two projects helped me learn C# programming and Unity3D, while building elements of a Quake style FPS game, using a modified Unity FPS controller.

Projects included:

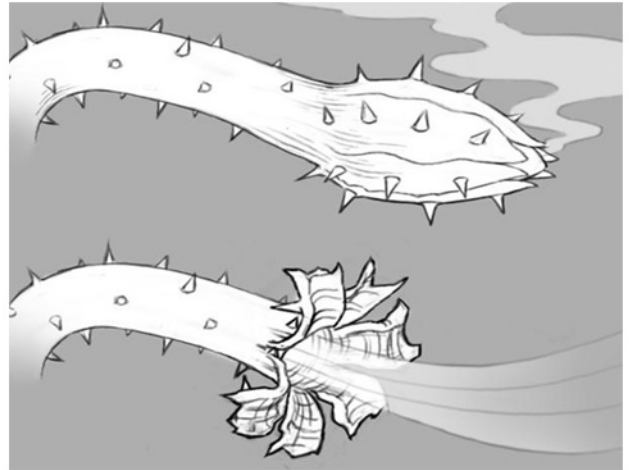
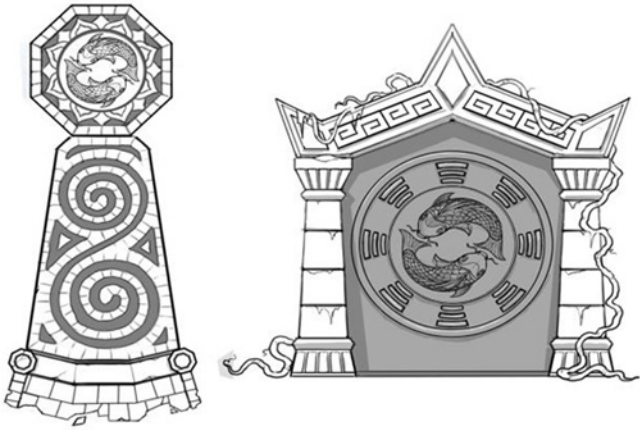
- Canvas and UI Elements for Frontend, HUD and menus.
- UI Debug Options for bug-testing.
- Controlling values with Sliders. Eg: Volume Control.
- HUD elements to display Level name, Weapon, Ammo, Health and Armour stats.
- Instantiating game objects from Prefabs.
- Destroying instances when obsolete.
- Editing FPS Controller for Jumping and Crouching customisation.
- Player Pickups, adding Keys, Weapons, Ammo, Health and Armour points.
- Weapon switching/rotation using Mouse Wheel, and secondary attacks, using Right Mouse Button.
- State Machines, to control animation on NavAgent and level objects.
- Prioritising melee attack order in NavAgent swarms, and building in variations to their movement, towards a target object.
- Creating Navmeshes for NavAgent navigation.
- Increasing level difficulty by incremental ramping of enemy attributes per level.
- Player and enemies, use melee and projectile weapons.
- Managing Persistent Data. Saving data at Level Complete Checkpoints and Save Game, and Retrieving data on Load Game or Starting Next Level.
- Damaging environmental hazards.
- Level objects such as elevators and lockable doors.
- Material-based Sound Effects.
- Nested properties. On spawn point settings, for displaying controls for instantiation of NavAgents, across several types of enemy spawning.



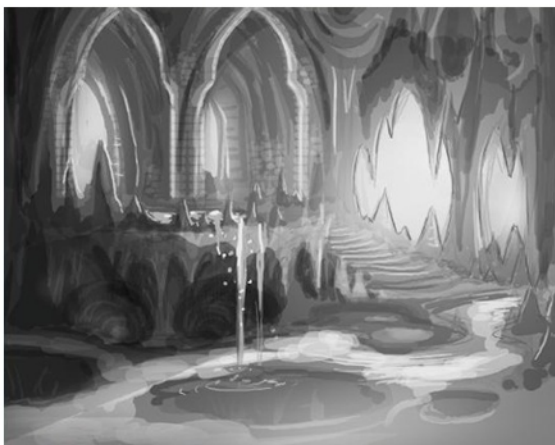
Concept Art



Concept Art



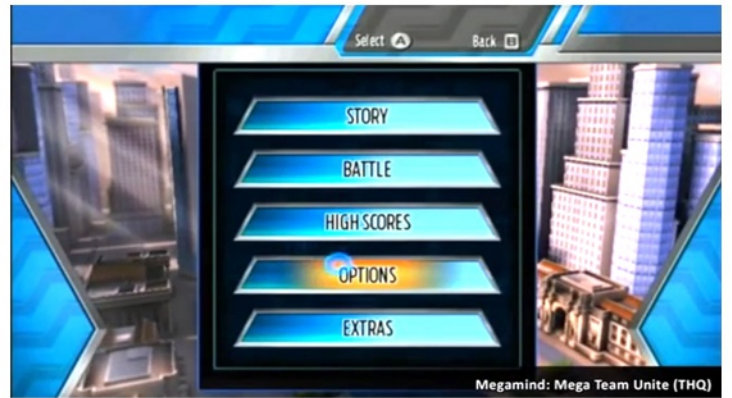
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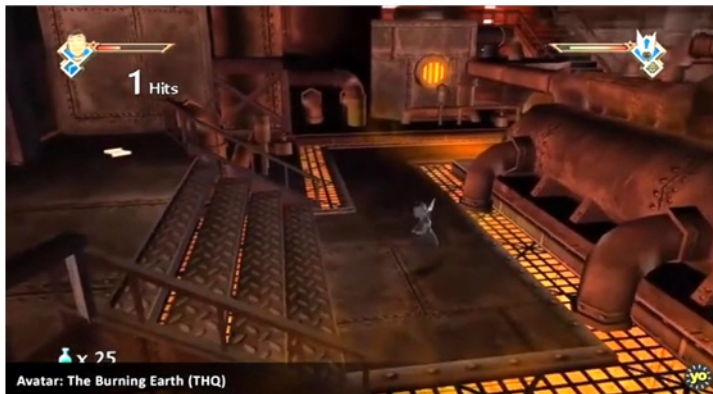
Ingame Stills



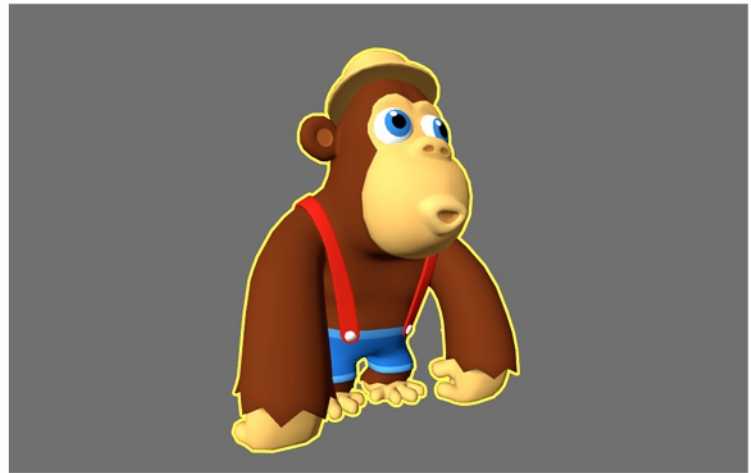
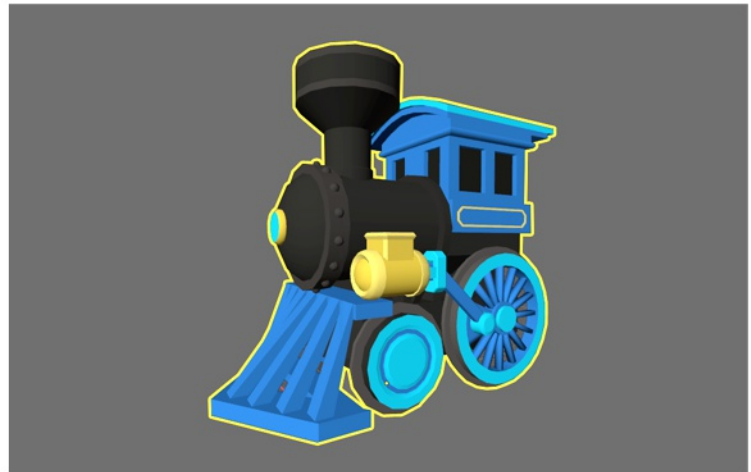
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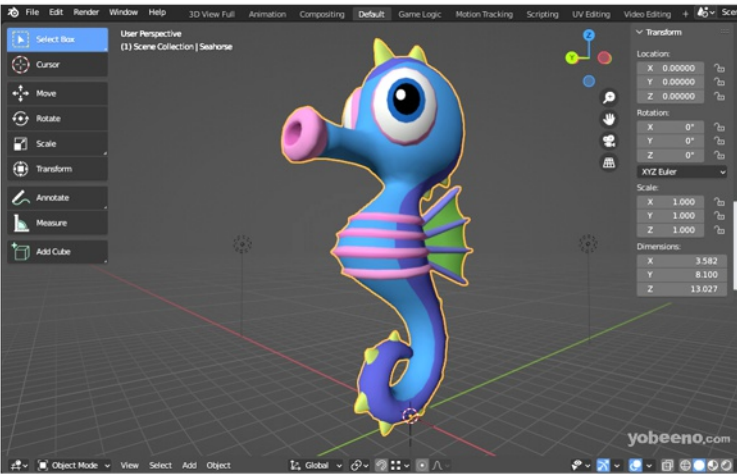
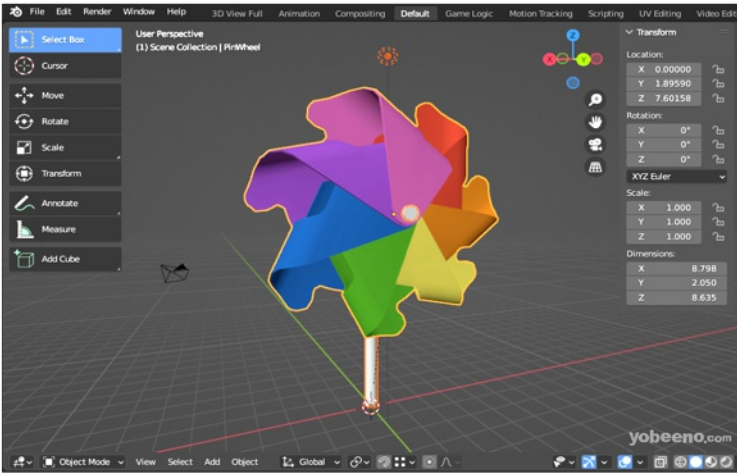
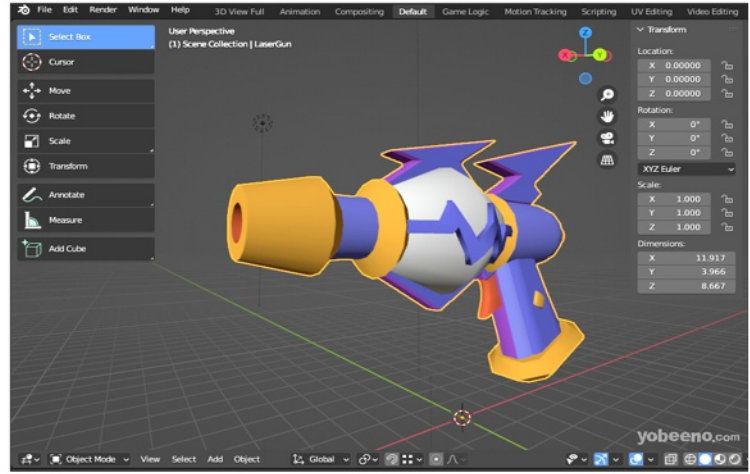
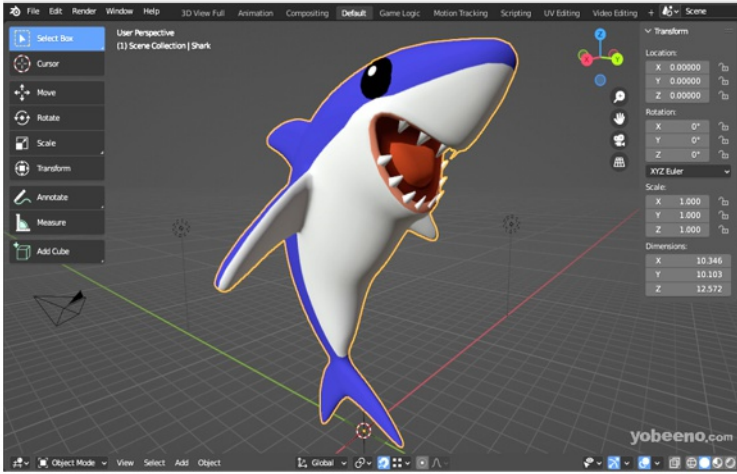
Ingame Stills



Models



Models



Models



Personal Art



Personal Art



Personal Art



Personal Art



Personal Art

