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David Henderson

3DCG Animator / Generalist

SUMMARY

I have worked in computer graphics since 2001 in various jobs in Sydney and Tokyo. In my early career I focused on 3D modelling, however I very much enjoy participating in each stage of the creative process and became a "Generalist". In recent years my main focus has been Animation as well as assisting with overall leadership and supervision.

PERSONAL DETAILS

Born: 04/08/1981
Nationality: Australian
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EDUCATION

High School: Attended Woollooware High School. Graduated in 1999 (HSC).
Tertiary: Attended the Computer Graphics College in Sydney. Received a Diploma in Computer Graphics and Animation in 2001 with a high distinction.

SKILLS

CG: I have production experience in pre-visualisation, modelling, texturing, rigging, animation, lighting, rendering and compositing. I am also able to script in MEL to create simple tools.

Project development: I enjoy being involved in the overall development of a project, from discussing initial creative ideas and concepts, as well as supporting the production crew with working out scheduling and logistics.

Software: I have production experience with MAYA, 3D STUDIO MAX, AFTER EFFECTS, DIGITAL FUSION, PHOTOSHOP as well as others. I am able to quickly learn new software as is necessary.

Language: I am a native English speaker and I also speak fluent conversational Japanese.

HOBBIES

Photography, Illustration, Animation, Language, Film, Travel

EMPLOYMENT HISTORY

2009 - 2011

Studio 4°C (Tokyo)
Role: Full-time core CG Staff

"Halo Legends": A collection of short films set in the Halo universe. I worked mainly in Compositing and Digital Ink and Paint.

"Berserk": Three films based on the famous "Berserk" comic. I was a core member of the CG team. I initially created and supervised the creation of many tools to facilitate our pipeline. I then developed our rigging system, trained staff in its use, and supervised the rigging process. I also animated over 100 shots by hand, including lighting, rendering, compositing, and background development.

2009**No, No, Yes** (Tokyo)

Role: CG Artist, Designer

I worked briefly with the fashion label "No, No, Yes" to create digital helmets and other items for their clothing catalogue.

Kapow Pictures (Sydney, working remotely in Tokyo)

Role: CG Artist

"Grasshopper Says": I worked on the early stages of this animated pilot. I created all of the initial models and animatic.

Euphonic (Tokyo)

Role: CG Artist, Director

"Evolution": This was a short concept piece for a car manufacturer. I worked on the entire piece from initial concepts through to the final color grade.

"Undisclosed Project": I created some character models for game cinematics. However, this project is under a NDA.

2007-2008**Kapow Pictures** (Sydney)

Role: CG Artist, Co-Director

"Turok Son of Stone": I created the opening title graphics for this TV series.

"Splode": This is a 3 minute animated short for Nickelodeon. I created all of the 3D visuals. This involved various characters and sets, character animation, lip sync, lighting and rendering, as well as the final composite.

"CJ the DJ": I created many 3D backgrounds and props for this long-form TV series.

2007**Creative Engine J.O.E** (Sydney)

Role: CG Artist

"Line Disconnect": I created some 3D effects, including an alien who appears and wraps tentacles around 2 live-action actors before returning to his spaceship. I also composited the all of the digital elements with the live-action plates.

FuelVFX (Sydney)

Role: CG Artist

"Jump, Rise & Pass": 3 commercials for Nissan Dualis in Japan. This involved a car that transforms into a robot and runs around a city. I created all the necessary blendshapes for the transformations, and animated a few shots.

"Sony Creative Side": This commercial involved a live action actor who is cut in half down the center of his body. I created the surface where his body had been cut.

Kapow Pictures (Sydney)

Role: CG Artist

"Pepsi Flames & Equalizer": 2x commercials for Pepsi. I provided various 3D elements as well as composited shots.

2006**FuelVFX** (Sydney)

Role: CG Artist

"Sony Robots": I was the lead modeller on this commercial for Sony. I modelled all of the robots, created all of the UV's and assisted with texturing and rendering.

"Tiger Beer": 5x live action commercials which required background replacements, shot extensions and additional 3D elements. I worked closely with the matte painters to create elements for existing shots or entirely new shots.

2005-2006**Kapow Pictures** (Sydney)

Role: CG Artist

"Santa Claus is Coming to Town": I was one of the lead artists on this Mariah Carey music video. I created the model for Mariah, her outfits, her house and various props and sets. I also animated a number of the shots and did some of the lip-sync.

"Caspers Scare School": I modelled some sets for the children's animated film.

2002-2004**Ambience Entertainment** (Sydney)

Role: CG Artist

"Various": I started as a junior 3D artist assisting on many jobs. These include Channel Nine network branding, Movie Network branding, Mr Pritt commercial, Pop Pups titles, Terry White Chemists logo, 3G logo, Wide World of Sports branding, Klotz brochure and a Daihatsu Car Commercial. On each of these jobs I performed a range of different tasks, such as modelling, texturing, animation, lighting and rendering.

"Crimson Labyrinth": I was the lead modeller for this music video for Japanese band The Boom Boom Satellites. I modelled all of the characters, did the facial animation, secondary clothing and hair animation, and lit and rendered many shots.

"Scion Transformer": I was one of the 3D leads for this commercial for Toyota Scion. I modelled and rigged the hero robot, animated a number of shots, lit and rendered the final sequence, and animated the transformations. I also worked on some of the animatic.

"Scion Gamer": I was one of the 3D leads for this commercial for Toyota Scion. I modelled the hero car, 2 racing vehicles, the opening set and some other various pieces. I rigged all of the vehicles and I animated, lit and rendered around 12 shots. I also worked on some of the animatic.

"Here Comes Peter Cottontail": I was mainly a supporting 3D artist on this children's animated film. I modelled some props and sets. I setup morph targets for facial animation, and I worked on the animatics.

2001-2002**Strategic Studies Group** (Sydney)

Role: CG Artist

"Warlords Battlecry 2": I worked on some of the cut-scene animations for

Computer Graphics College (Sydney)

Role: Tutor, Teacher, CG Artist

As a tutor I was responsible for the supervision of the animation workshop classes.

As a teacher I was teaching the 3D course in a one on one environment.

As a CG artist I worked on a commercial to promote the school. I designed and modelled a robot head, and animated it in several shots.

