

Daniel Radley-Bennett

CONTACT

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BRIEF

- MA graduate with over five years experience working in Digital Art.
- Worked with initiative and creativity across a range of styles and environments.
- In-depth understanding of packages such as 3ds Max and the Adobe Creative Suite.
- Highly adaptive, creating artwork and visualisations for Film, Theatre and Events.

SKILLS

3D Modeling; Print/Animated Storyboard Production; Print Design; Previsualisations; Compositing; Video Editing; CAD Design Drawings; Texturing; Illustration; 2D Projections.

3D Asset Creation: Autodesk Maya, Autodesk 3ds Max, Cinema 4D, Autodesk AutoCAD

2D Animation & Compositing: Adobe After Effects, Nuke, Autodesk Matchmover

Print & Texturing: Adobe Photoshop, Adobe Illustrator

WORK EXPERIENCE

The National Theatre, London

June 2015 — Present

Digital Artist

- Designing/creating 3D and 2D artwork for National Theatre stage productions and exhibition events.
- Creating animated sightline studies, storyboards and general previs using 3ds Max, After Effects and CAD.
- Designing print artwork and projected images and animations for events and productions using After Effects and Photoshop.

Fivecurrents, Baku

December 2014 — June 2015

3D Designer - Baku 2015 European Games

- Based in Azerbaijan, I produced CG models and 2D animations for the creative and technical teams on the European Games. This involved modelling, texturing, lighting, rendering and compositing work, often to time-sensitive changing specifications from both creative and technical departments.
- The visuals I produced were used to define the look, movement, lighting and filming of the final opening ceremony show.

English National Opera/ 59 Productions /
Eclipse Presentations

July 2014 — November 2014

Freelance 3D/2D Artist

- **For ENO:** Developed 3D geometry to match the set of an upcoming production for the ENO drawing office using 3ds Max and AutoCAD.

- **For 59 Productions:** Designed video sequences to be projected during the National Theatre transfer of Great Britain using Photoshop, After Effects and Premiere.
- Created projected sets for various sequences. Keyed out green screen, colour corrected the filmed footage and designed backgrounds to work seamlessly together.
- **For Eclipse Presentations:** Created 2D and 3D artwork via After Effects, 3ds Max and Cinema 4D to be projected during multiple high-end award ceremonies.

The National Theatre, London

September 2012 — July 2014

Digital Artist

- Designed and created 3D and 2D artwork for National Theatre stage productions and exhibition events such as *King Lear*, *Othello*, *The Light Princess*, and *A Small Family Business*.
- Adapted artwork style to meet the brief of each individual production.
- Worked with architects and designers to create 3D previsualisations of redesigned FOH areas.

WriteMovies, London

April 2012 — July 2012

Script Agent

- Proofread and edited feature film scripts, assisting in improving the script in concept and execution.

Framestore, London

March 2012 — April 2012

Freelance Matchmove Artist

- Modeled matchmoving set geometry for a series of international commercials.

Aardman Animations, Bristol

April 2011 — December 2011

Assistant TD/Techvis Artist – Pirates! In an Adventure with Scientists

- Modeled geometry to accurately match live action sets in Autodesk Maya.
- Utilized bespoke motion control rig software to create accurate previs 3D camera and character animations.

Amersham and Wycombe College

February 2011 — April 2011

Freelance Tutor – BTEC and Diploma CG Game Design

- Developed and taught lessons in 3D CGI techniques using 3D Studio Max, Photoshop and After effects. These covered modeling, texturing, lighting and rendering.

EDUCATION

MA: Digital Effects

January 2009 — December 2010

National Film and Television School

- CGI supervisor on an award winning short film: Bertie Crisp, creating all CG environments from modelling through to rendering in Autodesk Maya.

BA: Film Studies - 1st Class Hons

September 2005 — July 2008

University of Kent

- Attained practical experience in cinematography, directing and editing.