

CG Projects : Kevin Phillips

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This document is a brief overview of CG-related projects and tasks worked on by Kevin Phillips, CG Contractor and Freelancer, over the last decade. All details are in (close to accurate) chronological order, and indicate the roles performed for each project.

2007

Book Writing – Create new self-learning workbook in 3D modeling using LightWave 3D 9 for Natcoll Design Technology (training college) (*Contracted – 2007, LightWave 3D, Photoshop, Adobe InDesign CS2*)

2006

Book Writing – Co-author of the book 'Essential LightWave 9' for Wordware Publishing (to be released early 2007). (*Contracted – 2006/2007, LightWave 3D, MS Word, Photoshop*)

Raspberry Ricies TVC - Modelled and textured photoreal puffed rice for animator to use in TVC (*Flux Animation Studio – 2006, LightWave 3D, Gimp 2*)

Reefhouse TVC – Model, texture and set dress simple CG environment for 2D-stylised TVC (*Flux Animation Studio – 2006, LightWave 3D*)

Westpac Business Contacts TVC – Created and animated dynamics simulation to 'flick' letters from page of a phone directory caused by motion of 2D vehicles on the page. (*Flux Animation Studio – 2006, LightWave 3D, Gimp 2*)

Special Investigators accident recreation segment – Dynamics rig to deform hydraulics hose system for Animation director to use. (*Flux Animation Studio – 2006, LightWave 3D*)

Xtra Broadband TVC – Modelled and rigged rope dynamics system for animator to attach to dinosaur collar (*Flux Animation Studio – 2006, LightWave 3D*)

Dave Dobbyn Music Video "You got heart" - Modelled and textured photoreal CG tree in shape of heart, created system to grow tree over time using displacement tools. Animated, lit and rendered. (*Flux Animation Studio – 2006, LightWave 3D*)

Sanitarium Grain Commercial – Created dynamics simulation for breakfast cereal spilling from 'Sugar Loops' cereal box character. Re-rigged humanoid characters. Modified and tweaked mocap data to create repeating walk loop cycle for humanoids. (*Flux Animation Studio – 2006, LightWave 3D*)

Riccocino TVC – Conceptual 'foam flow' system for cappucino foam river. Modelling, dynamics and rigging. Texturing. (*Flux Animation Studio – 2006, LightWave 3D, Gimp 2*)

Sanitarium Grain TVC – Created pop-up book model and rig for opening and closing sequence of TVC. Animated and rendered sequence. (*Flux Animation Studio – 2006, LightWave 3D, Gimp 2*)

Telstra Clear TVC – Created bar code scanning VFX using lights for opening scene, stop-motion style character animation for book reading scene, split render up into multiple pass scenes for compositing. (*Flux Animation Studio – 2006, LightWave 3D*)

Telstra Clear TVC – Rigged and animated stop-motion style vehicle. (*Flux Animation Studio – 2006, LightWave 3D*)

Special Investigators Accident recreation segment – Modelled and textured environment and props for wall collapse accident recreation. Basic opening camerawork and animation. (*Flux Animation Studio – 2006, LightWave 3D*)

2005

Project Viper : Texturing – Created 7 hours of video training material for painting textures, rendering and animating a 3D Viper spaceship in LightWave 3D. (Kurv Studios – 2005, LightWave 3D, Photoshop, Camtasia)

Project Viper : Modeling – Created 6 hours of video training material for modeling a 3D Viper spaceship in LightWave 3D. (Kurv Studios – 2005, LightWave 3D, Camtasia)

Tips and Tricks Vol III – Created 7.5 hours of video training material for LightWave 3D, covering many different areas and concepts. (Kurv Studios – 2005, LightWave 3D, Camtasia)

Telecom TVC – Modelled and rendered photoreal Hyundai TX130c cellular phone for use in product shot. (Flux Animation Studio – 2005, LightWave 3D, Gimp 2)

Toyota Yaris Cinema – Modelled, textured and created dynamics simulation for photoreal cinema curtains (Flux Animation Studio – 2005. LightWave 3D)

Anchor "E-Rock" TVC – Updated and modified TVC models, camera composition and rendering options for cinema resolution (1.8k, 1:1.85 aspect) output of TVC (Flux Animation Studio – 2005. LightWave 3D)

Contact Energy TVC – Modelled, textured and rigged ice system to generate frozen wire and character FX for TVC (Flux Animation Studio – 2005. LightWave 3D)

Popsicle 'Cara Caramel' TVC – Create dynamics simulation for 'flow' of icecream product out of back of vehicle. Hand animated extra hero items for final effect (Flux Animation Studio – 2005. LightWave 3D)

Hanover Finance 'Wedding Tree' TVC – Modelled and animated CG 2D-stylised tree in strong wind, including dynamics simulation to 'blow' around 3000 leaves from the branches. (Flux Animation Studio – 2005. LightWave 3D)

Hanover Finance 'Golf' TVC – Created dynamics simulation for rain storm of Golf balls for 2D TVC (Flux Animation Studio – 2005. LightWave 3D)

Contact Energy TVC – Simulation of cloth curtains closing in TVC (Flux Animation Studio – 2005. LightWave 3D)

Al Gore (Pitch) – Generated DEM based landscape, textured and used to generate a series of simple conceptual 'global flooding' sequences for job pitch. (Flux Animation Studio (Hornet Inc) – 2005. LightWave 3D, Gimp 2)

Life Education Trust 'Nutrician' presentation – Stylised '2d style' character animation. Modelled and textured food props, glow effects . Set up for Stereoscopic rendering for external editing company (Flux Animation Studio – 2005. LightWave 3D, Gimp 2)

Telstra Clear 'Listen' TVC – Model, texture, rig and animated simple 'wireman' character in stop-motion style. (Flux Animation Studio – 2005. LightWave 3D)

Texans Downhill race – Modelled and rigged Texan Bull mascot character, Created set components (Snowy downhill track, Simple fir trees, cubic environment map). Modelled and animated VFX components for Rocket thrusters and Particle 'breath' effects (Flux Animation Studio (Hornet Inc) – 2005. LightWave 3D)

Telecom T3G TVC – Modelled and textured photoreal Sanyo 5600 1Gb cellphone for TVC (Flux Animation Studio – 2005. LightWave 3D, Gimp 2)

Toyota Kluger TVC – Modelled and set dressed opening scenery. Created dynamics effects for simulating vehicle spray, water splashes and tossing of leafy ground cover in forest from vehicle. Animated opening vehicle sequence of TVC. (Flux Animation Studio – 2005. LightWave 3D)

Steriogram 'Tsunami' Music video – Modelled, textured and animated jigsaw puzzle ocean sequences. Developed custom deformation tool for 'disintegrating' ocean integrity (*Flux Animation Studio – 2005. LightWave 3D, Gimp 2*)

Cookie Bear 'Bridge' TVC – Model, texture, set dressed and lit environment. Created 'splatter' effects for sequence (foot stepping into jam). (*Flux Animation Studio – 2005. LightWave 3D*)

Cookie Bear 'Umbrella' TVC – Dynamics simulation for sugar-coated rainfall. Rendering to various passes (shadows, FG elements, BG elements) for compositor (*Flux Animation Studio – 2005. LightWave 3D*)

Cookie Bear 'Lime' TVC – Dynamics simulation for sloppy lime 'icing' ground cover being displaced by character interaction (*Flux Animation Studio – 2005. LightWave 3D*)

Cookie Bear TV Campaign – Rigged and prepped for use in Filmbox for possible live Mocap session (*Flux Animation Studio – 2005. LightWave 3D, FilmBox 3.0*)

M&M 'Scooter' TVC – Created rippling dynamics sequence for flow of M&M candies. Combined with hand animated candy sequences. (*Flux Animation Studio – 2005. LightWave 3D*)

Puzzles Inc. TV Series R&D – Optimised and rebuilt lighting and surfacing systems for faster production rendering (First series had extremely long rendering times, optimisation requested before a second series was considered). Report written and provided to animation director (*Flux Animation Studio – 2005. LightWave 3D*)

Rugby Union TVC – Reconstruction of original CG from VHS reference materials. Model, texture, light and animate camera sequences to best ability in recreation of old material for client to reuse for new TVC campaign (*Flux Animation Studio – 2005. LightWave 3D, Gimp 2*)

Brother 'Balloon Dog' TVC – Conversion of Maya objects to LightWave, with retexturing to match. Integration with live footage, lighting and rendering of character in multiple passes for external CG production client. (*Flux Animation Studio – 2005. LightWave 3D*)

2004

Book Writing – Part of authoring team for Wordware Publishing, working on '1001 tips for LightWave 8'. (*Contracted – 2004, LightWave 3D, Photoshop, MS Wordpad*)

Cookie Bear TV Campaign – Remodelled old CG character to match new packaging design. Textured, created fur settings (Sasquatch) and rigged for animation for new upcoming campaign (*Flux Animation Studio – 2004, LightWave 3D, Worley Sasquatch Hair shader*)

Master Raindrop TV Pitch – Created volumetric particle VFX for 'fire snort' Dragon effects. (*Flux Animation Studio (Big Idea Communications) – 2004, LightWave 3D*)

Stellar Artois Christmas Promotion – Created VFX starfield forming Stellar artois logo gradually from 'twinkling' christmas night sky. Particle FX snow fall. Modelled and textured foreground snow mounds and dandelion plants. Set up and rendered for cinema at 1.8k, 1:1.85 aspect as multiple layers for compositor. (*Flux Animation Studio – 2004, LightWave 3D*)

Wine Stain Jazz music CD covers – Modelled, textured and rendered print resolution stylised imagery formed from blobby flow of wine. Render broken into three for series of Music CD covers. (*Flux Animation Studio – 2004, LightWave 3D*)

Popsicle 'Cody Cola' TVC – Model, set dress and light apartment environment for TVC. (*Flux Animation Studio – 2004, LightWave 3D*)

Anchor 'Vital Man' TVC – Modelled and created CG surf environment, animated character surf sequences and created all secondary particle effects (foam, etc) (*Flux Animation Studio – 2004, LightWave 3D, Photoshop*)

Anchor 'Ooma Purman' TVC – Remodelled Ooma 3D character model, Animated cycling 'energy flow' arrows through characters bloodstream, optimised scenes for rendering and created new final shot sequence for last-minute client change (*Flux Animation Studios – 2004, LightWave 3D, Photoshop*)

MeadowFresh Milk TVC – Modelled photo-realistic packs for *Chocolate Milk* and *Calcitrim* breakfast and animated packshots for live action TVC (*Flux Animation Studios – 2004, LightWave 3D, Photoshop*)

Xtra Jetstream TVC – Created CG traffic system animation for futuristic 'Jetsons' style city (*Flux Animation Studios – 2004, LightWave 3D*)

Washington Mystics Stadium presentation – Modelled, animated and rendered CG basketball court for 2D animated *Washington Mystics* (*Flux Animation Studios (Hornet Inc) – 2004, LightWave 3D*)

Master Raindrop Pitch - Modelled and textured complete series of 9 main characters for Kids TV show, Master Raindrop (*Flux Animation Studios (Big Idea Communications) – 2004, LightWave 3D*)

Arthrix TVC – Modelled, textured and rigged movie-quality 'tin man'-style character for commercial that was eventually cancelled. (*Flux Animation Studios – 2004, LightWave 3D*)

Contact Energy TVC – Technical Direction – Created layered feather effect on birds (*Flux Animation Studios – 2004, LightWave 3D*)

Mr Tuffy paper towels TVC - Hand painted realistic 'wipe' effects for foreground 'mucky' image layer to match CG character animation. (*Flux Animation Studios – 2004, PhotoImpact XL*)

Star-trek style presentation sequence - Created dynamic 3D animated 'Star Trek'-style sequence for Crossways College presentation opening (*External UK Contract – 2004, LightWave 3D, Photoshop*)

2003

Life Education Trust 'Harold' – Mocap supervision, cleanup and export to LightWave, character animation, character rigging, prop modelling, texturing and rendering of scenes for stereoscopic output for external editing company. (*Flux Animation Studio – 2003, LightWave 3D, FilmBox 3.0, Photoshop*)

sorted.org.nz TVC (TV and Cinema) - Created and animated 2D characters for new 'online-games' advertising campaign. (*Flux Animation Studios – 2003/2004, Flash MX 2004*)

Massey Ferguson – Basic character animation for bike character, created custom tools for vehicle wheel automation. (*Flux Animation Studios (TVNZ) – 2003, LightWave 3D and associated Lscript development tools*)

MacDonalds 'Make it click' TVC – Modelled and textured CG children and motorcycle officer characters for use in Long shots of advert. (*Flux Animation Studios – 2003, LightWave 3D*)

Anchorville 'Mayor' TVC – Created fake fur image effect tool ('*PixelFurry*') to generate fast shagpile carpet effect to replace slower hair shader system (*Flux Animation Studios – 2003, LightWave 3D*)

'Want Milk' Dexters Lab TVC (Cartoon Network) – Edited and optimised pre-built photo-realistic models of Juke box and other toys for optimum rendering quality and performance (*Flux Animation Studios (Hornet Inc) – 2003, LightWave 3D*)

Sorted.org.nz TVC – Mouse Character modelling, CG hair, compositing and animation for 'Lift' advert. Image generation for web site use. (*Flux Animation Studios – 2003, LightWave 3D, Photoshop*)

Tasti food products TVC's – Prop rigging for 'flexing cable' effects for CG camera gear that appeared in commercial. (Flux Animation Studios – 2003, LightWave 3D, BezierBend freeware tool for LightWave)

PC Video Game Pitch – Law and Order (USA) – Involved character animating 2 scenes for possible work for in-game video sequences using 3DS Max 5 and Character Studio (Flux Animation Studios – 2003, 3DS Max 5)

2002

Pulp Frusion TVC – All set dressing (CG beach environment), character modelling and rigging, Mango and Sun hat prop modelling and texturing. Animated opening shot sequence. Created graphics for use in print advertising (including side of large Tip Top Building banner). (Flux Animation Studios – 2002, LightWave 3D, Photoshop)

Versatile Homes 'Ants' TVC – All ant character modelling and rigging. (Flux Animation Studios – 2002, LightWave 3D, Photoshop)

Anchorville News TVC - Character modelling, rigging and texturing of main characters (Mooray Mexted, Bull Alan, and News Reader (Male)). All character animation for first 3 shots of newscaster section of TVC (Flux Animation Studios – 2002, LightWave 3D, Photoshop)

The Religitables (Saturday Night Live show) – Modelled, surfaced and rigged various characters, Set dressed 'guacamole' battlefield and animated mashing/spoon sequences for battlefield. (Flux Animation Studios (Hornet Inc) – 2002, LightWave 3D, Photoshop)

Armageddon 2002 Wellington TVC. Full production - included modelling of most assets (2 characters were modelled by an outside volunteer), all rigging, animating, layout, compositing, audio and production to final broadcast stage. (Personally Sponsored Project – 2002, LightWave 3D, Photoshop, MediaStudio Pro)

Welcome to Anchorville TVC – All set dressing, layout of pool scenes. All animation of the two sequences of the pool sequence, including volumetric water effects (Flux Animation Studios – 2002, LightWave 3D, Photoshop)

Cookie Bear – Iron Enriched TVC. Character Modelling and rigging for main 'child' character. Hair setup for character. Prop modelling and modifications. (Flux Animation Studios – 2002, LightWave 3D, Photoshop, Shave and Haircut hair shader)

Grass (In-house short film project) – 6 minute CG film production – Character modelling, set dressing, technical direction (Grass system, grass displacement, PFX for dust and VFX) and optimisation of assets and scenes for stable film-resolution rendering (Render wrangling). Live Mocap session supervisor using FilmBox and Gypsy Mocap suit, clean up of data for stylised character proportions and export to LightWave. (Flux Animation Studios - 2002 – 2004 (staff only worked on when no commercial work in studio (hence spread out over a couple of years)), LightWave 3D, Photoshop, FilmBox 3.0)

1999 – 2001 (Misc Freelance work)

Oracle and Aclaim (sleep apnea products) - Product visualisation, animation, company opening logo and title sequence for two medical training videos ('Oracle' and 'Aclaim'). (Contracted (RGB Ltd) – 2000/2001, LightWave 3D, Photoshop and MediaStudio Pro 6)

Oracle (sleep apnea products) - Created opening logo animation for 'Oracle' medical sales video product. (Contracted (RGB Ltd) – 2000, Lightwave 3D)

Sports Medicine - Created opening titles and video graphics for Sky TV sports show pitch (Contracted – 2000, LightWave 3D and Photoshop)

Propeller Productions – Re-creation of animated video logo for Propeller Productions Ltd (Contracted (Propeller Productions) – 2000, Truespace 2, LightWave 3D)

DVI Kiosk – Space animation sequence for use with DVI (Deep Video Imaging) monitor hardware (*Terabyte Interactive* – 2001, *LightWave 3D* and *Photoshop*)

Racing analysis simulation - Created prototype 3D animation sequences and simulations for scientific analysis of automobile performance demonstration product. (*Contracted (Virtual Spectator Ltd)* – 2000, *Lightwave 3D* and *Photoshop*)

Fusion 2 – Modelled, textured and animated opening logo animation for 'Fusion 2' multimedia CD rom product (*Contracted (RGB Ltd)* – 2000, *LightWave 3D* and *MediaStudio Pro 6*)

Virtual set – Modelled, textured 'Mayan-style' temple and environment for local music video project. Some compositing tests performed using live blue screen performance. (*Contracted* – 1999, *LightWave 3D*, *MediaStudioPro 6.0* and *Photoshop*)

P10 Creative – Modelled, textured and animated Logo for Corporate presentations company 'P10' Slideshow promotion (*Contracted (P10 Creative)* - 1998, *Lightwave 3D* and *Photoshop*)

CommX - Created 3D graphics sequences for inclusion in powerpoint presentation for electronic commerce product presentation (*CommX*) given by Netway Communications Ltd. (*Contracted (Netway Communications)* - 1998, *Lightwave 3D*)