

Corey Bastiaans
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Canada

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Objectives

To consistently provide high quality artwork and meet the needs of the production's timeframe.

Skills

Team player
Leadership and mentoring skills
Creative Problem Solving
Adaptable

Summary

CG artist who uses observation to develop very realistic imagery.
Able to derive solutions to difficult problems independent of assistance.
Ample understanding of the technical aspects of computer animation.
Excellent eye for modeling objects with great precision. Equal skill creating textures and material properties.

Computer Graphics Techniques

Modeling Polygons/Nurbs
Texturing networks and rendering layers
Lighting and rendering techniques
Cloth simulation

Software Knowledge

Autodesk Maya
Adobe Photoshop
Adobe After Effects
Adobe Illustrator
Mudbox/Zbrush
Ncloth
Shake

Production Experience

Riverworld, 2009

Modeling, Texturing, Ncloth, Rendering

Dragons of black roc, 2008

Concept Art, Modeling, Texturing, Animation, Ncloth, Dynamics, Rendering

50 Cent Cineractives, 2008

Modeling, Texturing

Flash Gordon, 2008

Modeling, Texturing, Animation, Rendering

Vantage Point, 2007

Modeling, Massive Simulations

Blades of Glory, 2007

Modeling, Massive Simulations

Night at the Museum, 2006

Modeling, Rigging

Masters of Horror, 2005

Modeling, Texturing, Fluid Simulations, Compositing

Caved in, 2005

Modeling, Texturing, Compositing

Atomic Betty, 2004

Technical Direction, Modeling, Animation, Rendering, Particle Effects.

The Italian Job, 2003

Modeling

Hangman's Curse 2003

Tracking and scene creation, lighting

Tornado Watch 2002

Research and development, setting up tornado expressions, creating particle effects.

Prodigy, 2002

Video game concept artwork

The Core 2002
Animation, research and development

Professional experience

2008 - 2009
3d Artist, Five VFX
Vancouver, British Columbia
Canada

2008
Modeler, Rainmaker Animation
Vancouver, British Columbia
Canada

2007-2008
3d Artist, Five VFX
Vancouver, British Columbia
Canada

2006 – 2007
3d Artist, Rainmaker Digital Pictures
Vancouver, British Columbia
Canada

2005
3d Artist, Anthem Visual Effects
Vancouver, British Columbia
Canada

2005
3d Artist, Digital Slaves VFX
Vancouver, British Columbia
Canada

2003-2004
3d Lead, Atomic Cartoons
Vancouver, British Columbia
Canada

2002 – 2003

3d Artist, Frantic Films
Winnipeg, Manitoba Canada

References

Bruce Turner
Visual Effects Supervisor
Five VFX
604 831 1777

Salman Malik
Modeling Supervisor
Rainmaker Animation
778 995 8131