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Eddy Strickland

3D Generalist & Composer



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About Me

I graduated from the University of Bolton in 2011, with a first class BSc with honours. Since then I have just finished my second year working as a freelance Composer & 3D Generalist. I have a keen interest in photography and I am a member of the *All Areas Art Collective*. Much of my free time is spent taking photographs and furthering my knowledge of Visual Effects concepts which interest me. In 2013 I was fortunate enough to be part of the animation team who were nominated for a BAFTA in the animation category for our work on the CBBC show, *Strange Hill High*. In 2014 I've found myself back at university, as a lecturer teaching The Foundry Nuke to students of the VFX course at the University of Bolton.

I am a punctual, focussed, dedicated, hardworking individual and I take great pride in the quality and speed of my work. I am always keen to learn and I am able to follow direction. I work equally well either by myself or as a member of a team.

Hobbies & Interests

I have a keen interest in photography and much of my free time is spent with a camera in my hands. I enjoy problem solving so I can often be found working something out. I have a passion for film and I try to go to the cinema as often as I can. I also enjoy exercise in the form of swimming, running and weight training. I like camping and this pastime has afforded me the opportunity to see much of the UK.

Employment

January 2014 - June 2014 (6 months)
Project: WWII's Greatest Raids
Broadcaster: History Channel
Client: Impossible Factual
Role: VFX Supervisor heading up comp team -
as a Composer and 3D Generalist TD

July 2013 - December 2013 (5 months)
Project: The Great Martian War
Broadcaster: History Channel
Client: Impossible Pictures
Role: 3D Generalist TD & Composer

July 2013 - July 2013 (1 week)
Project: Monsters 2: Dark Continent
Role: LookDev Artist
Client: Vertigo Films

Employment continued

February 2013 - July 2013 (5 months)
Project: WWI: The First Modern War
Broadcaster: History Channel
Client: Impossible Pictures
Role: 3D Generalist TD & Composer

October 2012 - February 2013 (5 months)
Project: Strange Hill High Season 1
Broadcaster: CBBC
Client: Factory Transmedia
Role: Face Animation & Composer

February 2012 - October 2012 (8 months)
Project: Dragon Wars: Fire & Fury
Broadcaster: National Geographic Channel
Client: Firestep
Role: 3D Generalist & Composer

Testimonials

"Eddy has made an enormous contribution to the creative life of the studio over several years and many diverse shows. He is an exceptional compositor and CGI generalist with a deep artistic and technical skill and the ability to communicate that knowledge clearly to the wider team. Over his time working with us he has taken increasingly more senior roles and responsibilities on blue chip factual animation projects for major broadcast clients including National Geographic channel and History Channel US and UK.

Along with his great creative talents Eddy displays an acute ability to manage to tight schedules both his own workflow and that of teams working alongside him to - often on the shows where the animation production is split not only between studios but countries and time zones.

I would recommend his work to any studio- Eddy's departure is a great loss to the company and I greatly hope we get to work with him again in the future."

Steve Maher

Creative Director, Impossible Factual (Formerly Impossible Pictures)

www.impossiblefactual.com

Tools

3D:

Autodesk Maya

Pixologic zBrush

The Pixel Farm PFTrack

3D Coat

The Foundry Mari

Autodesk 3Ds Max

2D:

The Foundry Nuke

Adobe After Effects

Mocha

Adobe Photoshop

Eyeon Fusion

Renderers:

Solid Angle Arnold

Chaos Group Vray

Mental Ray

Misc:

Thinkbox Deadline

Skills

The core of my knowledge is Autodesk Maya & The Foundry Nuke. However my approach with my work has always been to learn what is happening behind the button clicks on a technical level. I find that by using this method, if you understand the concept, you are able to better solve potential problems that may arise. Or even transfer your skills to a different software application with ease, as I have done with applications such as Autodesk 3Ds Max & Adobe After Effects. I am also proficient in many other applications. I have a background in photography which has always come in handy during my working life. I enjoy learning new software and find it easy to pick up new tools. I always utilise linear workflow in my work.

During my time at university I also had the opportunity to work in teams for group projects. Working in a team on production-like assignments helped me to develop my communication skills. In my final year I was assigned the role of Team Leader and 3D Lead in the group assignment. These are skills which have continued to develop during my professional working life, where I have been working in small teams of around 5 to 10 people. Recently resulting in my first role as a VFX supervisor on a six episode series for Impossible Factual (Previously Impossible Pictures)

References

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The Future

In the summer of 2013 I was lucky enough to land a short stint working on the film *Monsters 2: Dark Continent* (2014). The sequel to the 2010 Gareth Edwards (*Godzilla*, 2014) directed indie hit film *Monsters*.

In 2014 I am hoping to continue furthering my work in the fields of photorealistic 3D and in Children's animation.