

ROB BLIGHT - 3D ARTIST

NAME: Robert Blight
EMAIL: rob@rob-blight.co.uk
WEBSITE: rob-blight.co.uk

[Assassin's Creed Chronicles: China](#)

[Alien: Isolation](#)

[Resogun](#)

I'm a 3D Artist with over 2 years of studio experience. I have worked on the critically acclaimed and game of the year award winning title Alien: Isolation with Creative Assembly as an Environment Artist. I'm currently at Climax Studios where I worked on the voxel-based Resogun (Vita port) and Assassin's Creed Chronicles: China. I specialise in low and high poly hard surface modelling, UV unwrapping, baking and texturing, lighting, have experience working with physically-based shaders, art optimisation for handheld devices such as the PlayStation Vita.

EXPERIENCE

- April 2014 - present** **Climax Studios**
Assassin's Creed Chronicles: China – Environment Artist
I created a lot of art from scratch using moodboards as ref, as well as building levels from existing assets. We used Maya for 3D model creation and Unreal 3 Editor to populate levels with art.
- Resogun** – Artist
I took on a more technical role and worked with a team of programmers as we ported this PlayStation 4 exclusive to Vita. As this is a voxel-based game we were using a lot of bespoke tools to work on levels. I remade four out of the five levels, with heavy emphasis on keeping the look of the levels consistent with the PS4 version despite the 8x lower voxel density. I also remade all environment materials and did the lighting on every level. I had to make a spreadsheet to speed up vector math calculations as it was a major part of my workflow.
- Feb 2013 – March 2014** **The Creative Assembly**
Alien: Isolation – Environment Artist
I produced sci-fi themed mid-poly modular environment assets and props for Alien: Isolation. Gained experience in modular level layout using in-house tools. Built assets to real-world scale for increased believability. We made extensive use of tiling materials and vertex painting for rust/grime.
- Jun 2008 – 2012** I did various out of house freelance, indie and mod work during the earliest part of my career including some Arch-Vis and a lot of game models. I worked a day job in an office while pursuing my passion in my free time.

SKILLS

SOFTWARE

3DS Max – Advanced
Photoshop – Advanced
Zbrush – Intermediate
Topogun – Intermediate
Mudbox – Basic
Maya – Intermediate/Advanced
xNormal – Intermediate
Unreal 3 – Intermediate/Advanced
Unreal 4 – Basic
Cryengine – Basic/Intermediate
Unity – Basic
Perforce - Intermediate

ABILITIES

- Creating environment assets and props using the current generation workflow.
- Experience working with with physically-based shader technology including creating textures based on real-world values.
- High poly & low poly modelling of both hard surface and organic assets through to baking and texturing.
- Very good understanding of asset optimisation to fit within the limitations of a game engine. This includes LOD creation, UV optimisation use of modular textures and keeping draw calls low.

FORMAL EDUCATION

Arts Institute Bournemouth 2001-2003

Earned the qualification BTEC National Diploma in Graphic Design.