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SHOWREEL AND PORTFOLIO

www.dbdigital3d.co.uk

where you can view still and videos of my work.
or ask and I will be happy to supply you with a DVD.

PERSONAL PROFILE

As a conscientious graduate I am competent in a range of creative skills. Familiar with industry standard software and techniques I can produce high quality work for a range of media. I can be an efficient and valuable team player. I have excellent IT skills in Hardware and Software. Often considered to be encouraging and motivational to other members I am always willing to help out no matter the responsibility.

SOFTWARE FAMILIARITY

ALIAS MAYA 2008
REALFLOW 4
ADOBE PHOTOSHOP

DISCREET COMBUSITON 2008
ADOBE FLASH
ADOBE PREMIERE PRO

FREELANCE WORK HISTORY

Canadian TV channel TV5 (July 2010) – Documentary due to be shown on Canadian TV in the autumn.

- 3d Human lungs “breathing” with damage over time.

CICONLINE (June – July 2010)

- Creation of High resolution models of household goods (Kettles, Microwaves etc) for catalogue print

MIND ORCHARD (March – May 2010) <http://www.mindorchard.com/>

- Modelling of High Resolution bar Glasses and Bottles
- Realflow fluid simulations of liquids and cocktails

CLIVE DUROSE FURNITURE (Jan 2010 – March 2010) – www.clivedurose.co.uk/

- Converted Solidworks IGES files to Maya and fixed geometry errors
- Textured geometry to match customers reference material
- Animated the sequence and timed to the customers script

JOJOPOPS (December / March 2010) EasiClamp and Ultragrip Animations

- Converted IGES files to Maya and fixed geometry errors
- Textured geometry to match customers reference material
- Animated the sequence and timed to the customers script

KISKYNETMEDIA (Intern-ship October 09- April 2010) – www.littleworldgifts.com Iphone App

- Limited polygon count modelling to meet design briefs for mobile content
- Texture painting to match reference material
- Export and Conversion of models to required format

JOJOPOPS (August / September 09) – Ball Valve Animations

- Converted AutoCAD files to Maya and fixed geometry errors
- Textured geometry to match customers reference material
- Animated the sequence and timed to the customers script

HEALUS TECHNOLOGY <http://www.healus.co.uk/> (June09 – ongoing)

- Responsible for creating 3d models and Animation for video presentation.
Liaised with designer /manufacturer of the running shoe to remodel the running shoe and create animations for the new websites. Created photo-realistic representations of the running shoe for presentations and commercial briefings.

HEALUS TECHNOLOGY <http://www.healus.co.uk/>(August 2007 – Feb 2008)

- Responsible for creating 3d models and Animation for video presentation.
Liaised with designer /developer to create a 3d model for illustration purposes and the video presentation.
- Responsible for the entire animation process from modelling, texturing, animation and timing through to final rendering.
- Basic Bone movement and running shoe deformation was envisaged but extended to muscles as well.
- Continually updating and changing the designs and animation following guidance from the client to match their exacting requirements.

SMA STUDIO <http://www.sma-studios.com/index.html>

- TV ADVERT – FAIRY “Softening Your World” (Aired March 2007)
Responsibilities – Modelling, texturing, technical animation (blend shapes, rigging) of background objects including trees, flowers with blossoming controls and the centre piece bush.
- Video game Promo for EA / Endemol “Virtual Me” – Environment modelling (interiors) and texturing.
Built sets for well known TV shows Big Brother and Deal Or No Deal.
<http://news.bbc.co.uk/1/hi/entertainment/6560479.stm> (Release date unknown)
- TV ADVERT Frudes (Spiderman) – Responsibilities – Modelling, texturing.
Built furniture for the house using limited sketches from the director.
- TV ADVERT Frudes (Simpsons) – Responsibilities – Modelling, texturing.
Built furniture for the house using limited sketches from the director.
- TV ADVERT – Famous Grouse (Aired December 2008)
Responsibilities – Modelling, texturing, technical animation (blend shapes, rigging) of background objects including flowers with blossoming and dying controls and the centre piece rock.
Helped with the placement of feathers on the Grouse bird for use with the in-house feather system.
Also undertook some R&D into using Reaflow to generate snow covering the Bird. Whilst results were impressive it was ultimately dropped due to time and pipeline constraints.
- In house projects – Character Modelling, vehicle modelling. Various modelling tasks for several in-house projects that are worked on from time to time

DIGITAL REFRESH (2006)

- 3d Illustrations – Modelling, texturing and rendering of high-resolution images of Kennel systems for publication in brochure. Given brief and elevation drawings of a kennel system that required 3d modelling and rendering for corporate brochure. Upon delivery of the first 3d illustration I was handed another design which was delivered to the same standard.

EDUCATION AND QUALIFICATIONS

September 2002 – July 2006

Staffordshire University,
Principles of Animation,

Introduced to techniques including Stop Motion, 2d, 3d.

Specialising in one area, and producing three animated shorts.

BA HONOURS – Animation First Class

September 1995 – July 1997

City Of Stoke-on-Trent Sixth Form College,

4 - A LEVELS/ AS LEVEL

September 1989 – July 1995

Haywood High School

10 GCSSES

References

References and testimonials from previous employers and University tutors available upon request.