

CG Environment Artist Generalist

Modeling • Texturing • Lighting
Rendering • Compositing

Portfolio and Demo Reel
available at:

www.TonyAscroft.ca

Tony Ascroft



I'm an experienced CG Artist looking for a position where I can contribute to the creation of some amazing assets and environments.

I've worked in CG since 1996 starting out with a game company in St.Catharines, Silicon Knights, creating assets and environments for Zork: Grand Inquisitor and Blood Omen: The Legacy of Kain.

Since then I've worked on numerous projects in animation and film. Modeling, texturing, lighting, rendering, compositing and production as an artist and supervisor.

Software

Unreal Engine 5 • Blender • Quixel Mixer
Photoshop • 3DSMax • Maya • Nuke • Arnold
Substance Painter

past experience with... V-Ray • After Effects
Combustion • Illustrator • Houdini some
Javascript, and HTML

Education

BSc. Brock University • geology/biology
Canadian Armed Forces • electronics
electro-mechanical • optronics (6 yrs)



Experience

LRC Artist Snowball Studios • Fancy Nancy S2 • S3
Lighting Artist Industrial Brothers • look dev • lighting • rendering
compositing • Kingdom Force S1
Production Manager C4 Studio • production • modeling • texturing
Journey to the Edge of the Universe
Supervising Prod. Manager CORE Toons • Super Why! S1
Modeling Department Head IMAX • modeling • animation • Superman Returns
Modeling/Texturing Supervisor Elliott Animation • Sitting Ducks S1 • S2
The Night Before Christmas
Care Bears: Return to Joke-a-Lot
Modeling/Texturing Supervisor Studio 345 • Monster by Mistake S1 • 2
Artist Silicon Knights • Blood Omen: Legacy of Kain
Zork: The Grand Inquisitor

