

JOEP PETERS

Modeller / Texture / Generalist

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Qualifications

Modeller

Experienced in creating production-quality models of vehicles, characters and environments. Knowledge of both high-poly and low-poly workflows and efficient topology as well as clean UV layouts.

Texture

Experienced in creating both hand painted- as well as composited and procedural textures for film, commercial and games. Very organised and efficient in creating quick initial textures and further detailing.

Generalist

Started out as a 3D generalist before moving into films in 2011. Extensive experience with all facets of the 3D pipeline from front to back. Strong personal interest in Lighting/Lookdev.

Work Experience

Double Negative, London - 08/2016 - Present

Hard surface modelling on Pacific Rim: Uprising
Generalist (Modelling/Texturing/LookDev) on Assassins Creed.

Framestore, London - 04/2016 - 06/2016

Hard-Surface Texture artist on Dr. Strange. LookDev training in personal time on own assets.

Framestore, London - 03/2015 - 05/2015

Hard-Surface Texture artist on The Martian

Moving Picture Company, London - 10/2014 - 03/2015

Hard-Surface texturing on Monster Trucks, Fast & Furious: Supercharged

Moving Picture Company, London - 10/2013 - 04/2015

Modelling/Sculping/Texturing on X-men: Days of Future Past, Into the Woods, Guardians of the Galaxy

Moving Picture Company, London - 10/2012 - 03/2013

Modelling/Sculping/Texturing on The Lone Ranger, World War Z, Maleficent

Moving Picture Company, London - 10/2011 - 04/2012

Modelling/Sculping/Texturing on Wrath of the Titans, World War Z, Prometheus, Superman: Man of Steel

Freelance 3D generalist, The Netherlands - 09/2006 - 10/2011

Education

University of Lincoln, UK - 2009/2010

Master of Arts in Design, Three Dimensional Innovation

University of Lincoln, UK - 2008/2009

2:1 Bachelor HONS, Product Design

Sint Lucas, NL - 2004/2008

MBO Vormgeving Ruimtelijke Presentatie en Communicatie

Software

Modelling

Maya, 3Ds Max, Z-brush, Mudbox

Texturing

MARI, Photoshop, NUKE

Generalist

NUKE, KATANA, After Effects, Premiere, Boujou

Rendering

Mental Ray, V-ray, Arnold, Clarisse

Languages

Dutch

Native

English

Fluent

German

Reasonable