Aiden Wilk

3D Environment Generalist

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3D/Environment Generalist with 7 years of industry experience located in Vancouver, BC, Canada. A graduate of Think Tank Training Centre class of 2016, with professional experience in Film and Real-Time projects, 3D Environments (Modelling, Texturing, Camera Projections, Lookdev, Lighting) and 3D Layout

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Experience

Distillery VFX - Vancouver, BC - CG Generalist
Programs Used: 3DS Max / Maya / Nuke / VRay / Unreal Engine 4 / ZBrush / Substance Painter & Designer / RealityCapture / Speedtree / Mari
November 2020 - Current
- Responsible for large and small scale scene assembly as required on a show to show/shot to shot basis, including: modeling/texturing/lookdeving props and terrain, scene and camera layout, camera and asset animation, basic simulations, lighting shots, and working closely with the Comp department to render shots and passes as needed.
- Managed scenes on the Real-Time side of production, responsible for importing data/assets from offline render files in 3DS Max to VAD Unreal Projects and matching look/lighting with reference rendered out of Vray.
- Using Unreal Engine 4 projects supplied by clients as reference, worked to set up/upres/retexture/lookdev/light environment scenes for use on ILM Stagecraft shoots.
- Collaborating with other studios, worked to assemble scene files, layout shots, tweak textures/lookdev/lighting as required, render passes and composite final shots for Full CG Cinematic work.

MPC - Vancouver, BC - Environment Artist
Programs Used: Maya / Nuke / Substance Designer / ZBrush / Mari / Katana / Vray / Renderman / Photoshop / Houdini
March 2018 - December 2019
- Modelled, textured, and lookdev large and small scale assets for use in 3D Environment Layout or projection work.
- Created set extensions on a shot per shot basis utilizing camera projection, basic modelling, texturing and lighting techniques.
- Scattered foliage utilizing proprietary programs built within Houdini and Maya, and lit/rendered using Katana and Renderman.
- Sculpted terrain/organic props for projection and 3D purposes in ZBrush.
- Created procedural base textures in Substance Designer and masks in Substance Painter for use in Mari.
- Managed and published assets/textures/packages for use in downstream departments; monitored for any potential issues.

OATS Studios - Vancouver, BC - Environment Artist
Programs Used: Unity / Maya / Substance Painter / Mudbox / RealityCapture / Simplygon / xNormal / Photoshop
June 2017 - October 2017
- Created props, large environment assets, and landscapes using Photogrammetry files through RealityCapture and hand modelling through Maya/Mudbox if required.
- Baked down high res assets to game ready resolution through Simplygon and cleaned geo in Maya.
- Baked down high res texture files using xNormal and finalized textures using Substance Painter and/or Photoshop.
- Imported files into Unity project, placed and set dressed according to concept and real life reference.
- Color balanced photogrammetry photos to match up with references.

Digital Domain 3.0 - Vancouver, BC - Layout/Integ Artist
Programs Used: Maya / Nuke / PTGui
December 2017 - April 2017 | November 2017 - February 2018 | January 2020 - April 2020
- Predetermined scene and shot set-up including camera, environment and character composition for use by the Animation, Environments, and FX Departments.
- Provided other creative departments within the show environment with layout source art created in 3D.
- Collaborated with Supervisors and Leads to determine technical and creative approach to scene layouts.
- Set up and tracked shots and sequences while meeting all technical and aesthetic standards for the project.
- Worked closely with the other departments to ensure shots were running smoothly throughout the project's pipeline.
- Utilized a combination of software to stitch HDR images and create Light Kits for use by the Lighting Department.

Education
Think Tank Training Centre - Vancouver, BC
September 2015 - December 2016
12 Month Diploma Course - Computer Animation, Visual Effects and Game Design

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Skills

- Thorough understanding of 3D/2.5D processes
- Good working knowledge of multiple industry standard software
- Open and passionate towards learning new techniques and software
- Strong attention towards detail
- Quick learner and experienced multi-tasker
- Extreme passion for film/games

Links

Portfolio - https://www.aw3d.ca   **Demo Reel -** https://vimeo.com/367189832