

Pete Draper

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Profile

An artistic and creative individual with an excellent communicative & VFX problem solving skills and very conscientious towards work produced.

Skills

Over 15 years experience of producing VFX orientated pyrotechnics & particle effects, fluid systems, lighting methodology and material design. Computer literate, artistic and creative, hard working and determined with excellent knowledge of the English language and a keen eye for detail and quality. Has produced work for numerous clients that have seen the large and small screen, highly published in industry-recognised magazines, has produced three books, contributed to numerous more, an external examiner for a UK university's VFX courses and a renowned trainer.

Software Experience

3ds Max, Mental Ray, V-Ray, FinalRender, Particle Flow Tools, FumeFX, Thinking Particles, Afterburn, Krakatoa, RealFlow, Glu3D, Combustion, Photoshop, Illustrator, Premiere, Avid.

Relevant Work Experience

- 08/09 **Hi - Sim - (freelance)**
VFX for Hi-Sim / Ridley Scott Associates / Stella McCartney - underwater fluid simulations
- 06/09 - 08/09 **Geetha Arts, India - (freelance)**
VFX Pipeline TD for SS Rajamouli's Magadheera - concentrating on fluid effects, crowd simulations, cloth simulations, lighting, rendering & compositing pipelines.
- 05/09 **Keyframe Digital, Canada - (freelance)**
VFX Consultant & workshops
- 02/09 - 04/09 **Geetha Arts, India - (freelance)**
VFX Pipeline TD for SS Rajamouli's Magadheera. - development of a full CG pipeline from match move through to final composite ensuring proper rendering standards are met to avoid loss of quality in the final composite, lighting rig development, crowd & flocking systems development, quality control of numerous departments, render farm development & impromptu troubleshooter.
- 01/09 **Wolf Processing - (freelance)**
Numerous sequences for an online presence.
- 08/08 - 11/08 **Geetha Arts, India - (freelance)**
VFX Title sequence for A.R. Murugadoss' Ghajini - neuron flight to outer brain sequence
- 04/08 - present **Freelance VFX / CG artist (also writing third Deconstructing the Elements book)**
- 06/04 - 04/08 **Lightworx Media Ltd - (Visual Effects Director & Animator)**
Heading up the visual effects department of the company, ensuring shots are delivered and produced on time while ensuring a level of quality is achieved. Produced work for international film, broadcast, and national commercials.
- 06/02 - 06/04 **Freelance VFX / CG artist**
Numerous clients ranging from the BBC to feature film work, plus writing 1st & 2nd editions of the Deconstructing the Elements series of books.
- 06/00 - 06/02 **Defining Moments Education / Orchard CDG - (Head of Media)**
Responsible for the day-to-day organisation, style and direction of a team of graphic artists and modellers / animators to produce interactive and non-interactive CG for online and offline CBT, DVD production and TV.
- 06/00 - present **Writer & 3ds Max expert / consultant for 3D World Magazine - (freelance)**
Producing articles and tutorials based on 3ds Max plus reviews of software and hardware.

- 09/97 – 05/00 **CBL Technology Ltd. / Vega Group - Derby & Welwyn Garden City - (Senior Media Developer)**
Senior CG artist responsible for creating media for online and offline training for numerous high-profile Blue-Chip clients such as Shell, Sema Consulting, Andersen Consulting, Cable & Wireless, Natwest and Europress.
- 09/94 – 09/97 **CG Artist - (freelance)**
3D & 2D CG animation & stills.
- 09/93 - 02/94 **Developer - (freelance)**
3D CG 8-bit sprite development for a computer games start-up.
- 11/90 – 02/92 **Graphic Artist - (freelance)**
Pen & Ink illustration for a local interior design & kitchen manufacturer.

Relevant Qualifications

- 06/97 **De Montfort University, Leicester**
BSc Engineering Information Technology
- 06/93 **A-Levels - Parkview Centre, Nottingham**
Art
- 06/91 **Sandiacre Friesland Comprehensive, Nottingham**
9 GCSE A-C grades with high grades in Art & Graphical Communication.

Additional Information

I have written several books on recreating natural effects using 3ds Max entitled "Deconstructing the Elements", now currently in its third edition which has received rave reviews online and in industry magazines and is also recommended reading for several CG university courses. I am 3D World magazine's resident 3ds Max expert, providing Q&A advice, sample scenes, solutions, tips & tricks, 3ds Max-related software & hardware reviews and tutorials. Also for Future Publishing, I have contributed tutorials for Computer Arts and their magazine's websites. I am also a contributing author for "3ds Max 2010 Architectural Visualization - Advanced to Expert", "3ds Max Killer Tips" and "3ds Max 4 Magic". I have recently been profiled in Digit and Dutch design magazine D|Zone plus in online magazine CGArena. Due to my lengthy experience with the software I also teach students either at animation festivals (e.g. Animex, Red Stick) or bespoke one-on-one training for individuals and / or companies. I also was nominated for an Autodesk Masters award in 2007 and have been heavily involved with the development of the software as a alpha & beta tester since 2003. My involvement with Animex and Teesside University led me to becoming an external examiner for the university's visual effects modules in early 2005.