

Seth Arnould

Layout and Previs Artist

Artist.sethie@gmail.com

Contact by Form

<http://artistsethie.com/>

Australia

Education

Master's Degree in Animation and Visualisation

From University of Technology
Sydney
2024

More Info in Experiences

Bachelor's Degree in Digital Media

from University of Canberra
Graduated 2022

GPA: 5.54

Software

- Autodesk Maya
- Blender
- Unreal Engine
- Premiere Pro
- Davinci Resolve
- After Effects

Interests & Hobbies

- Drawing & Painting
- Cycling
- Reading

Referee

Alex Wright

Creative Lead at UTS Animal Logic Academy

Alex.Weight@uts.edu.au

Dr Sam Hinton

Discipline head of Digital Media and Teacher

sam.hinton@canberra.edu.au

Summary

I constantly challenge myself by learning new software and skills, and I am committed to producing exceptional storytelling and camerawork. Through both formal education and self-learning, I have developed skills in Animation, Previs and Layout and have a knowledge of Unreal Engine, Maya, Blender, and video editing software. I am an organised and creative individual, capable of showcasing a story's vision through Previs and camera work.

Experiences

(Educational Experiences) Student Previs & Layout Artist at UTS

Animal Logic Academy

February 2024 – December 2024

I completed a master's degree in a studio-like environment, focusing solely on my specialities in previs and layout, where we produced one VFX and one animated short film.

- The project involved creating a previsualisation in Maya for the animated short film Fool's Gold. Using storyboards and reference clips, we developed the previs. Afterwards, I worked on the camera layout and final layout for the film. Through this process, I successfully learnt how to bring a story into 3D and applied camera techniques to engage the viewer in the film.
- The course also included a VFX short film where I worked on camera tracking and LiDAR matching using the motion tracking tool in Blender. I successfully learnt the basics of camera tracking in Blender and gained foundational knowledge of layout in the VFX field.

Video Production and Graphic Designer at Xaana.AI

May 2023 – June 2023

A Freelance/Casual role offered on a project-by-project basis.

Project that I worked on: Video / Audio Editing, Videography and Motion Graphics

- Project involved audio fixing and editing. I successfully improved broken-up audio and remove background noise.
- Additionally, I filmed a short video for the company, managing equipment setup, lighting, camera, and sound. I delivered high-quality video and audio recordings.

Freelancer Creative Content

August 28th, 2023

Project-by-project collaborations, I collaborate with various companies and individuals to develop Creative Projects in my skillset tailored to their needs.

- With Space Faring Civilisation Film, I effectively contributed as a camera operator within a team, utilizing the Panasonic GH4 video camera to capture event footage for streaming and video purposes. I was also responsible for equipment setup and breakdown.