

# SETH ARNOULD

Contact through Form

<https://artistsethie.com/>

Australia

## PREVIS & LAYOUT ARTIST

### SKILLS

Teamwork  
Communication  
Note Taking  
Problem Solving  
Quick learner  
Creative  
Keen critical eye

### SOFTWARE

Autodesk Maya  
Adobe Creative Suite  
Premiere Pro, After Effects,  
Auditions, etc.  
Blender  
Unreal Engine  
Linux Operating System

### EDUCATION

#### University of Technology, Sydney

**2024 - 2024**

Master in Animation & Visualisation,  
specialising in Previs & Layout

GPA: 5.33

#### University of Canberra

**2020 - 2022**

Bachelor in Art (Digital Media)

GPA: 5.54

### 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

### Hobbies

Swimming  
Video & Board Games  
Dungeon and Dragons

### PROFILE

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 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.

### EXPERIENCE

#### (Educational Experiences) Student Previs & Layout Artist at UTS Animal Logic Academy

**Feb 2024 – Dec 2024**

I completed a master's degree in a studio-like environment, focusing solely on my specialties 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. I successfully learnt how translate 2D to 3D and applied camera techniques to engage the viewer in the film.
- For the VFX part. 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 Camera Operator at Space Faring Civilization Film

**August 28th, 2023**

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.