



BRANDEN
BLOWEY

■ R I G G E R

ABOUT

Branden Blowey is originally from Northern New Hampshire. Since then he has moved to the greater Boston area for school and graduated in May of 2020. While in school Blowey became fascinated with rigging. He particularly enjoys fulfilling someone's vision for a character/object. In doing this he feels he can shape how it will move and it's personality.

SKILLS

Rigging



Maya



3D Animation



Houdini



Modeling



Blender



EDUCATION

2020

■ BACHELORS OF FINE ARTS

LESLEY UNIVERSITY

EXPERIENCE

Summer 2019 - Present

CATRIONA BAKER (LESLEY UNIVERSITY)

INTERN

This is a learning experience for me where I'm interning for the head of Lesley's animation department, Catriona Baker, on a 3D animated PSA about relationship abuse.

Through this production I'm learning the complete stages from character design to modeling, rigging, and then animating, in this case learning how to polish motion capture data.

January 2019 - May 2019

LIVE STUDIO (LESLEY UNIVERSITY)

3D MODELER, RIGGER, 3D BACKGROUND DESIGN

This taught me a lot about how to work with a client when it comes to creating an animated short, from fulfilling their vision to iterating on character design based off of their feedback.

From this experience I was able to iterate on how to implement 2D and 3D art together into a well blended whole.

September 2018 - December 2018

JUNIOR SEMINAR (LESLEY UNIVERSITY)

3D BACKGROUND DESIGN, 3D MODELER, RIGGER

This was a very strong learning experience, as I worked collaboratively in a group of four and compromised to create a short animated film by the end of the semester.

For this production I crafted all of the stylized 3D elements featured in the short, from the models to materials, along with any 3D animation/physics shown in the final film.