



**The Faculty of Media & Communication**

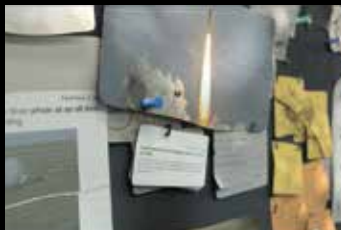
Weymouth House  
Bournemouth University  
Talbot Campus  
Fern Barrow  
Poole  
Dorset  
BH12 5BB  
www.bournemouth.ac.uk

[vimeopro.com/nccaanimation/undergraduatedegreeshow2018](http://vimeopro.com/nccaanimation/undergraduatedegreeshow2018)

8866-06/18



*Computer Visualisation & Animation*  
*Computer Animation Arts*  
*Software Development for Animation, Games & Effects*



# Welcome to the 2018 Undergraduate Degree Show of the National Centre for Computer Animation (NCCA)

**This booklet showcases the culmination of our students' studies from across our three undergraduate courses:**

- BA (Hons) Computer Visualisation and Animation (CVA)
- BA (Hons) Computer Animation Arts (CAA)
- BSc (Hons) Software Development for Animation, Games and Effects (SDAGE).

For almost 30 years, the National Centre for Computer Animation has been recognised as being at the forefront of computer animation in all its forms. Our underpinning philosophy of "Science in the service of the Arts" is one that we continue to advocate, and is one that distinguishes the NCCA from other animation schools around the world.

Our students are exposed to the history, design and cinematography, alongside the computing principles and mathematics that underpin the creation of modern day computer animation, visual effects and computer games. Guided by academics from a broad range of related disciplines and practitioners with extensive industry experience, they have demonstrated excellence and maturity in a hugely diverse range of subject areas.

The projects that are highlighted in the following pages come from the minds of our students and bring together all of the knowledge they have gained during their time at the NCCA in a significant piece of work that

embodies their ideas and skills. They might be entertaining, they might be seeking to solve a problem that exists where computer graphics can provide a solution, but whatever they set out to do, they do it with passion, enthusiasm and a desire to demonstrate excellence.

I am sure that all of the students that are listed in this booklet will support me in thanking the academic and support staff from the NCCA, the Faculty and the broader University, as well as all of the professionals who regularly take time out of their busy schedules to come to Bournemouth and enlighten us with their knowledge. It is all of this commitment that ensures that NCCA graduates are regarded as some of the best in the world, and go on to forge long and meaningful careers in the animation, visual effects and games industries.

Good luck to all of our graduates in whatever you do next, and we look forward to seeing how you play your part in developing and transforming the discipline we love.

**Chris Williams**

**Head of the National Centre for Computer Animation**

**Visit: [vimeo.com/nccaanimation/undergraduatedegreeshow2018](https://vimeo.com/nccaanimation/undergraduatedegreeshow2018)**







## J'adoube

*Jadoube* (I adjust) is a short emotional piece about the relationship between a father and a son through playing chess. The story deals with the issue of loss and how to overcome it through loved ones.

## Group members



### Jessica Kersey-Preston

Email: [Jessica.kp@hotmail.co.uk](mailto:Jessica.kp@hotmail.co.uk)

Tel: +36 (0) 3039 19708

[www.JessicaKP.com](http://www.JessicaKP.com)

- Directing, Storyboarding, Character Design, Modelling, Texturing & LookDev
- Maya, ZBrush, Photoshop, Marvellous Designer

### Max Street-Mellor

Email: [maxdsm@hotmail.co.uk](mailto:maxdsm@hotmail.co.uk)

Tel: +44 (0) 7850 473020

[www.vimeo.com/user37754400](http://www.vimeo.com/user37754400)

- Animation, Lighting, Shading, Rendering, Compositing
- Maya, V-Ray, Nuke



### Lasma Zeimule

Email: [lasma.zeimule@gmail.com](mailto:lasma.zeimule@gmail.com)

Tel: +44 (0) 7778 662158

[www.linkedin.com/in/lasmazeimule](http://www.linkedin.com/in/lasmazeimule)

- Pre-production, Modelling, Texturing, Matte-Painting Backplate
- Maya, Adobe Photoshop



## Bailey

A little girl, Bailey, dreams of becoming a scientist, experimenting on her pet chameleon, Charlie (well in her mind anyway). Charlie just wants his food. In her imagination, Bailey's room is transformed into an evil laboratory where she conducts her experiments on poor Charlie. At the pinnacle of her experiments, she is interrupted by either her mother or grandmother, shattering her imaginary world and bringing them both back to reality.

## Group members



### Lillyanna Holmes

Email: [lillyholmes96@gmail.com](mailto:lillyholmes96@gmail.com)

Tel: +36 (0) 7930 531069

[www.linkedin.com/in/lillyanna-holmes-457426153](https://www.linkedin.com/in/lillyanna-holmes-457426153)

- Groom, Creature Effects, Look Dev, Modelling, Rigging
- Maya, Substance Painter, Nuke

### Brian Miguel Insua

Email: [brian.insua@gmail.com](mailto:brian.insua@gmail.com)

Tel: +44 (0) 7826 156227

[www.brianinsua.com](http://www.brianinsua.com)

- FX, Pipeline, Rendering, Compositing
- Houdini, Maya, Nuke







## Alice Baglietto

Email: [alicebaglietto@hotmail.com](mailto:alicebaglietto@hotmail.com)  
Tel: +44 (0) 7761 872622  
[www.alicebagliettoart.tumblr.com](http://www.alicebagliettoart.tumblr.com)

- Scripting, Software Development, LookDev, Game Design
- Unreal Engine 4, Autodesk Maya, Substance Painter, Adobe Photoshop



## U.F.O. - Unique Food Operation

*U.F.O.* is an educational game with targeted nutrition learning objectives, for kids aged about 7. Players find themselves on an imaginary planet populated with various elements, whose nutritional information is shared via the interface. The players' final goal is to compose a balanced diet with the available items.



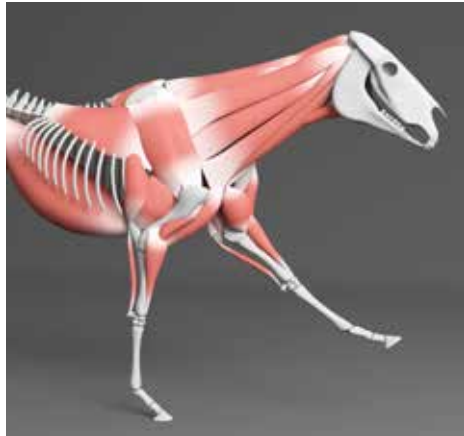
## Carla Moy

Email: [carlamoy@hotmail.co.uk](mailto:carlamoy@hotmail.co.uk)  
Tel: +44 (0) 7398 495044

- Rigging, Programming, Research & Development
- Maya, Houdini, Nuke

## Showreel

My specialism is in rigging and writing tools for animation and automating tasks. I have a modular auto rigging system developed using metadata and networks as well as a facial rigging system with a UI. I have implemented geodesic voxel binding using openVDB spheres as influence objects held together with spring constraints. Muscle rigs have also been created using Maya muscle and NCloth. There are also examples of rigs created in Maya from my auto rig systems and extra tools.



## Amelia Paker

Email: [alpaker@hotmail.co.uk](mailto:alpaker@hotmail.co.uk)  
Tel: +44 (0) 7531 289417  
[www.ameliapaker.com](http://www.ameliapaker.com)

- Rigging, Modelling, Animation, Texturing
- Maya, Zbrush, Substance Painter, Photoshop

## Amelia Paker

Since starting university I have learned numerous skills relating to both my studies and personal development. Not only have I enhanced my practical skills in areas such as rigging, modelling, texturing and animation, but also my ability to solve problems, work efficiently and calmly under pressure and understand the importance of teamwork and clear communication. During my degree, I have taken on other tasks such as directing a small group during my second year, as well as completing several scripting and programming assignments. I have specialised in rigging for most of my degree and have developed a strong interest in movement and anatomy, as well as a passion for all things creature and character-related.



## Beth Rowe

Email: [BethRoweArt@hotmail.com](mailto:BethRoweArt@hotmail.com)  
Tel: +44 (0) 7469 216363  
[www.vimeo.com/bethroweart](http://www.vimeo.com/bethroweart)

- Animation, Character and Environment Design, Modelling
- Maya, Zbrush, Nuke, Premier Pro

## Hide

A one minute short, focusing on the relationship between an imaginary monster and a child through the game of hide and seek. The girls impatience leads to her throwing tantrums when the monster is not in the first place she looks, even though he remains in clear sight throughout. This solo project focuses on creating a characterful animation piece in a flat, minimalist 2D style.

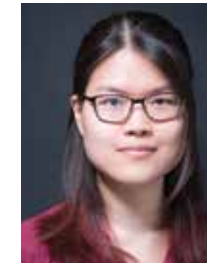


## Ghost City

*Ghost City* is a semi-realistic environment piece which depicts atmospheric scenery, inspired by the now demolished Kowloon Walled City. Set in Hong Kong, it was once considered the most densely populated place on Earth. *Ghost City* leads you through the unsettling alleys, to the warmth of a common household. This project captures that despite its lawless reputation, it was simply a home for the people.



## Group members



### Jess Hau Yan Cheung

Email: [hauyancheung@gmail.com](mailto:hauyancheung@gmail.com)  
Tel: +44 (0) 7414 730267  
[www.hauyancheung.daportfolio.com](http://www.hauyancheung.daportfolio.com)

- Concept Art, Modelling, LookDev, Lighting
- Nuke, Maya, Renderman, Photoshop, Substance Painter

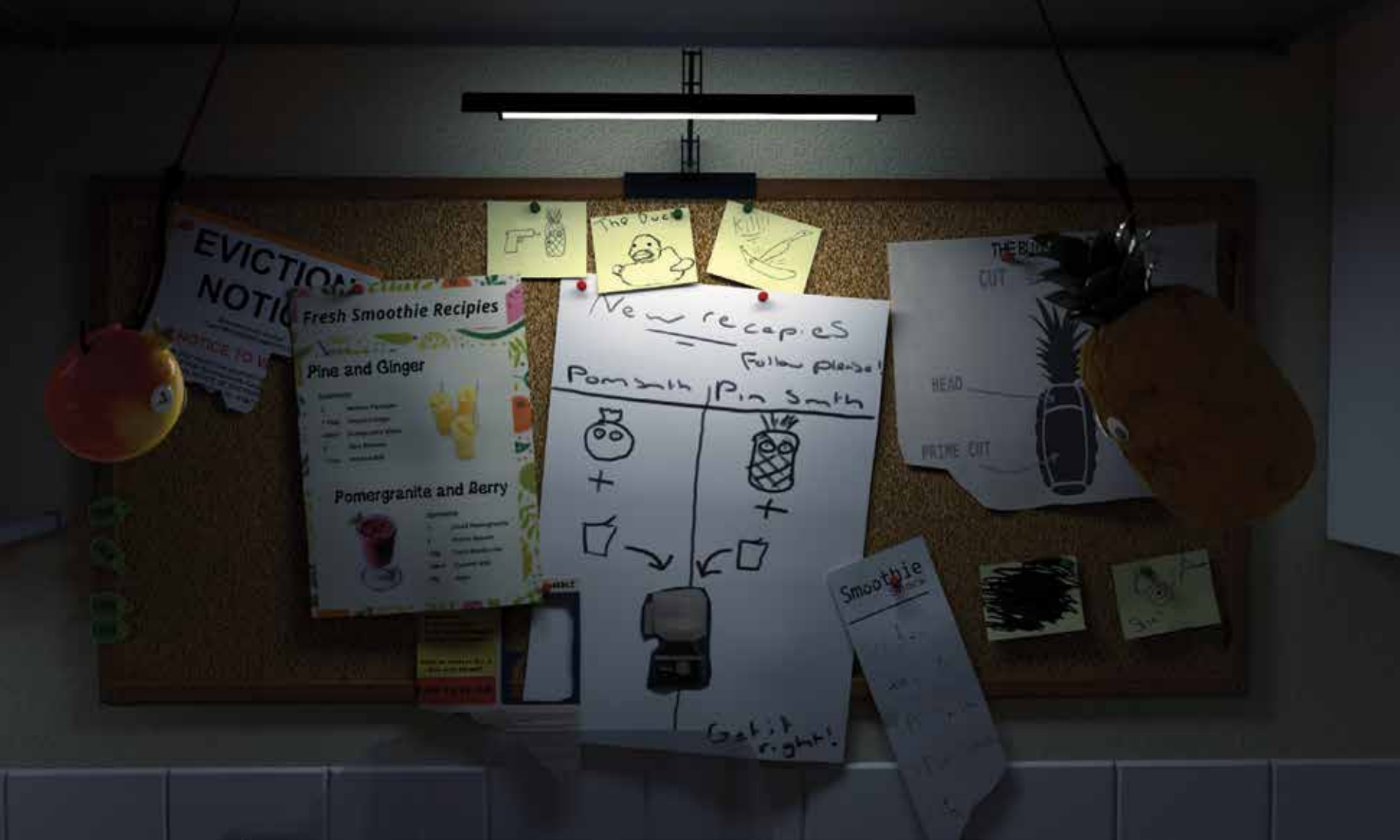
### Emily Hoi Ying Fung

Email: [emily\\_hoi\\_ying@hotmail.com](mailto:emily_hoi_ying@hotmail.com)  
Tel: +44 (0) 7583 586794  
[www.vimeo.com/emilyfung](http://www.vimeo.com/emilyfung)

- Effects, Lookdev, Modelling, Lighting, Pipeline
- Maya, Substance Designer, Substance Painter, Renderman, Houdini, Nuke, Marvelous Designer, Zbrush







## Blended

Our piece is a horror parody, inspired mainly by the *Saw* films, where two fruits are pitted against each other whilst hanging over a blender. We took inspiration from various children's shows too, having cute characters dropped into this situation hopefully makes the piece brutal yet funny.

## Group members



### Matthew Cox

Email: [mattcox@outlook.com](mailto:mattcox@outlook.com)

Tel: +47 (0) 7857 542662

- Modelling, Texturing, Rigging, Lighting, Compositing
- Maya, V-Ray, Quixel, Photoshop, Nuke, Houdini

### Gregory King

Email: [gregoryctking@gmail.com](mailto:gregoryctking@gmail.com)

Tel: +44 (0) 7506 232626

- Animation, Pre-production, Rendering Maya



## Group members



### Bethany Cowper-Smith

Email: [bethcowpersmith@gmail.com](mailto:bethcowpersmith@gmail.com)

Tel: +44 (0) 7594 435353

- Animation, Lookdev
- Autodesk maya, adobe photoshop, substance designer

### Kevin Wilson

Email: [kevin.wilsoncg@gmail.com](mailto:kevin.wilsoncg@gmail.com)

Tel: +44 (0) 7873 240046

- Project Management, Environment Modelling, Rigging, Lighting, Compositing
- Maya, V-Ray, Nuke



### Riff-Ruff

*Riff-Ruff* is a short animation focusing on a lonely, homeless robot and puppy coming together through their shared love for music. The short aims to create atmospheric visuals whilst demonstrating a heart-warming connection between the protagonists.







## Rotten Luck

A stop-motion inspired short about a bug having a bad day. An exploration into using stop-motion aesthetic with the advantages of CG.

## Group members



### Carmen Bishop

Email: [carmen.bishop@live.co.uk](mailto:carmen.bishop@live.co.uk)

Tel: +44 (0) 7827 665424

- Story, Cinematography, Animation, FX
- Maya, Vray

## Molly Pinkerton-Jarvis

Email: [molly.pinkerton-jarvis@live.com](mailto:molly.pinkerton-jarvis@live.com)

Tel: +44 (0) 447756790181

- Modelling, Rigging



## Brandon Pascal

Email: [bpascal125@gmail.com](mailto:bpascal125@gmail.com)

Tel: +44 (0) 7910 650187

- Modelling, LookDev, Texturing, Lighting, Compositing
- Maya, Mari, Substance Designer, Marvelous Designer, Nuke, Ptgui, Photoshop



## Claire Crawford

Email: [claire.crawford@aol.co.uk](mailto:claire.crawford@aol.co.uk)

Tel: +44 (0) 7787 408294

<http://clairecrawford.gallery>

- Character Design, Environment Design, Modelling, Texturing, Matte Painting
- Photoshop, Maya, ZBrush, Substance Painter, After Effects, Premier

## Space-ial Interests

*Space-ial Interests* is a 3D illustration about a curious, junk collecting alien with an unusual fascination - Earth! A humorous exploration of how we all have our own unique interests, this character-driven piece depicts the life of an inquisitive, enthusiastic collector. My aims were to produce 2D concepts which translated fluidly into 3D and to create an unusual depiction of an alien environment, suited to the functionality of the character.



## Dwight Okeke

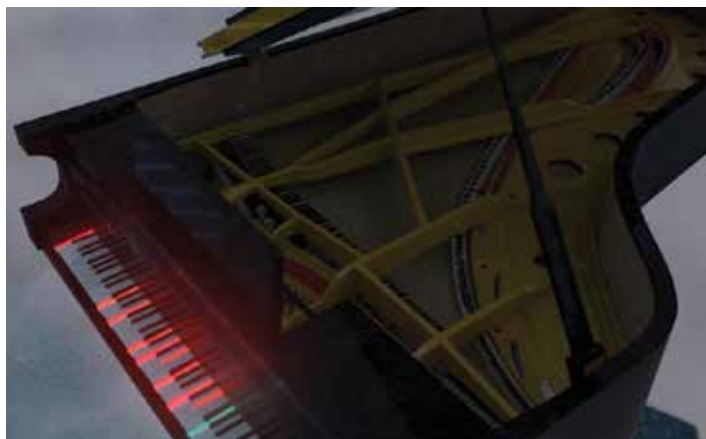
Email: [dwokeke@gmail.com](mailto:dwokeke@gmail.com)

Tel: +44 (0) 7950 703536

- Modelling, LookDev, Character Design
- Maya, Photoshop, Ableton

## G-Minor

*G-Minor* is a short film about the piano. The piece depicts a piano, in an abandoned cathedral, playing itself in the emotionally poignant key of G-minor. Inspired by the closing piano scene of *Your Lie In April* - an anime close to my heart. It showcases my modelling abilities, as well as my skills as a director and a composer of music.



## Be Aware

The main inspiration for this video was the Henri Cartier-Bressons photograph named *That Decisive Moment*. In addition with the style of MAD magazine art. This project revolves around the comedic outcome of tragic irony where the viewers have knowledge of something the character is not aware of. In this case, the viewer is gradually presented with what is about to happen to him. From his tied shoe laces to the collapsing ceiling, it goes from bad to worse. However, the worse is yet to come.



## Ioannis Vazakas

Email: [ioannisvazakas@gmail.com](mailto:ioannisvazakas@gmail.com)

- Pre-production, Modelling
- Autodesk Maya, Z-brush, Substance Painter, NukeX



## Battle of the Elements: Hostile Justice

I embarked on this solo project to familiarise myself with Unreal Engine and, in turn, create something that I wanted to continue developing even after the course is finished. *BOEHJ* is a fantasy fighting game where you play as an Elementalist with the ability to weaken or empower your elemental foes. I wanted to challenge myself to learn what goes into making a game like this, from features such as character customisations, particle systems and the creation of simple A.I. I've always wanted to work on games and, thus, decided that one way of doing that was to make one myself!



## Shanel Richardson

Email: [shanelrichardson2016@gmail.com](mailto:shanelrichardson2016@gmail.com)

Tel: +01 (0) 77270 55270

[www.artstation.com/shanel-richardson](http://www.artstation.com/shanel-richardson)

- Generalist, Game developer, Modeller
- Unreal Engine, Maya, zBrush





## Aether

An astronaut attempts to cure his crewmates of a deadly alien pathogen contracted during a mission to one of Saturn's moons. The on-board AI is faced with a moral dilemma – destroy the dangerous organism and the infected along with it, or risk contagion of the human race.



## Group members



### Holly Bensley

Email: [HollyBensleynk@gmail.com](mailto:HollyBensleynk@gmail.com)

Tel: +44 (0) 7939 962174

[www.linkedin.com/in/holly-bensley](http://www.linkedin.com/in/holly-bensley)

- Modelling, Texturing, Lighting, LookDev, Compositing
- Maya, Substance Painter and Designer, ZBrush, Marvellous Designer, Vray, Nuke

### Ollie Williams

MA Digital Effects

Email: [ojrwilliams97@gmail.com](mailto:ojrwilliams97@gmail.com)

Tel: +44 (0) 7464 792539

[www.linkedin.com/in/ollie-williams](http://www.linkedin.com/in/ollie-williams)

- Effects, LookDev, Modelling, Simulations, Lighting
- Houdini, Maya, Nuke, Substance Painter, Vray



## Group members



### Sebastian-Grigore Bucur

Email: [grigoreFx@gmail.com](mailto:grigoreFx@gmail.com)

Tel: +44 (0) 7732 841549

[www.sebastian-grigore.xyz](http://www.sebastian-grigore.xyz)

- Technical Arts, LookDev, Realtime Graphics, R&D, Programming
- Unreal Engine 4, Maya, Photoshop

### Phillip Harker

Email: [harker.phillip@gmail.com](mailto:harker.phillip@gmail.com)

Tel: +44 (0) 7975 718280

[www.noeyedwonder.artstation.com](http://www.noeyedwonder.artstation.com)

- Concept Art, Illustration, Game Design, Storytelling
- Adobe Photoshop, Unreal Engine



### Dismembered

*Dismembered* was our attempt to recreate the look and feel of a dark fantasy game, with a humorous twist. Play as the Graverobber as he gains the ability to swap limbs with the dead and fights to free his new friend, the Shadow, a world-ending evil spirit, who was sealed away for a very good reason.



### Jack Sainsbury

Email: [JackSainsbury@hotmail.co.uk](mailto:JackSainsbury@hotmail.co.uk)

Tel: +44 (0) 7464 627203

[www.vimeo.com/jacksainsbury](http://www.vimeo.com/jacksainsbury)

- Technical Artist, Lighting, Programming, FX, Cinematography
- Unreal Engine, Unity, Maya, Photoshop, C++





## Somnia

*Somnia* is an abstract music video created in full CG with a motion captured dancer. A headless lady moves through her repetitious daily life as the surrounding world comes alive around her, with heavy influence from contemporary artists such as Bonobo and Jon Hopkins. Through a combination of subtle FX and realistic environments, we created a believable world and an engaging sequence, pushing what the three of us could produce in both quality and quantity.

## Group members



### Aaron Demolder

Email: [hello@aarondemolder.com](mailto:hello@aarondemolder.com)

Tel: +44 (0) 7765 387284

[www.aarondemolder.com](http://www.aarondemolder.com)

- Generalist, FX, Lighting, Rendering.
- Maya, Motionbuilder, Houdini, Substance, Photoshop, Redshift, Nuke, Davinci Resolve

## Louie Gordon

Email: [LJVGordon@gmail.com](mailto:LJVGordon@gmail.com)

Tel: +44 (0) 7805 491022

- LookDev , Generalist , Rendering , Modelling
- Maya, Substance Package, Photoshop, Redshift , Marvellous Designer, Houdini, Nuke



## Hannah Kenton

Email: [h.kenton97@gmail.com](mailto:h.kenton97@gmail.com)

Tel: +44 (0) 7929 745637

- Generalist, Modelling, LookDev, Environments
- Maya, Photoshop, Substance Painter, Substance Designer, Redshift, Nuke



## Murder at the Bluebird

*Murder At The Bluebird* is a VR experience set in prohibition New Orleans. It explores the setting through the eyes of a murder victim as his life flashes before him. The player is taken through the lead character's final memories as he explores the circumstances leading to his death. We wanted to create an experience that was really tailored to VR, experimenting with position, size and orientation of the player to immerse you fully in the narrative.



## Group members



### Chereen Francis-Roberts

Email: [chereenfrancis@hotmail.co.uk](mailto:chereenfrancis@hotmail.co.uk)  
Tel: +44 (0) 7593 749938  
[www.cfrancisroberts.wordpress.com](http://www.cfrancisroberts.wordpress.com)

- Character Design, Character Texturing, Character Modelling, Environment Design, Lighting
- Z brush, Maya, Substance Painter, Marvelous Designer

### Tom Hoxey

Email: [tom.hoxey@gmail.com](mailto:tom.hoxey@gmail.com)  
[www.tomhoxey.co.uk](http://www.tomhoxey.co.uk)

- Programming, Direction and UX Design
- Maya, Substance (Designer, Painter and B2M), Unreal Engine



### Becky Wall

Email: [Becky.wall1@gmail.com](mailto:Becky.wall1@gmail.com)  
Tel: +44 (0) 7446 004413  
[www.linkedin.com/in/becky-wall](http://www.linkedin.com/in/becky-wall)

- Environment Design, Environment Modelling, Texturing and Shading, Character Design, Lighting
- UE4, Maya, Houdini, Substance Painter, Substance Designer





## Jamie Hearing

Email: [jamiehearing@gmail.com](mailto:jamiehearing@gmail.com)  
Tel: +44 (0) 7757 745740  
[www.jamiehearing.com](http://www.jamiehearing.com)

- Modelling, Texturing, LookDev
- Maya, Mari, Photoshop, Nuke, Marvelous Designer, V-ray, ZBrush, Substance Designer, After Effects



## Adrift

*Adrift* is a short VFX film I created as a solo project. The aim of the project was to create a short visual effects sequence involving a live action character within a CG environment. This comes with many challenges and is something that is frequently done in films and VFX. I chose to do this project as it provided me with the opportunity to challenge myself and solve many of the problems that occur in the VFX industry. I enjoy watching science fiction films and I find them interesting as we get to see and explore new ideas and concepts most people do not see within everyday life. Films such as *Interstellar* and *Gravity* use visual effects to help tell their story and they are sometimes indistinguishable from what is real. These are the films that I am passionate about and it is the reason why I have chosen to create a live action short sequence based on an astronaut stranded in space.



## Jordan Douggan-Yin

Email: [Jcd-y93@hotmail.com](mailto:Jcd-y93@hotmail.com)  
Tel: +44 (0) 7415 886972  
[www.douggan.wixsite.com/yin](http://www.douggan.wixsite.com/yin)

- 3D Modelling, Texturing, Lighting, Compositing, Look Dev
- Adobe Photoshop & After Effects, Autodesk Maya

## Matte Paintings and Interior Design

I have created matte paintings where I was inspired by surrealism and influenced by art of a fantastical nature; my goal was to create my own images that held these qualities but that can also be featured in film as backgrounds. In addition, I have created an office space in which the aim was to design an interior space, where realistic renders should be the final result; Maya/Vray and Photoshop in post helped achieve this result. With motivation and hard work, I believe I was able to push my art to a higher standard.



## Nellie's

*Nellie's* is a two minute long full CG character-driven short film about James, a young depressed accountant, who finds a new outlook on his life after meeting Nellie, an elderly lady who runs a tiny bakery. The narrative of the piece is based on a concept, where we found that today's society, especially in big city metropolis, more frequently forgets about the small beautiful things in life. Simultaneously, people are busy working overtime in jobs they are not passionate about. *Nellie's* is meant to address these findings with light-hearted and, sometimes, comedic moments.



## Group members



### Yves Bedenikovic

Email: [yves.bedenikovic@gmail.com](mailto:yves.bedenikovic@gmail.com)

- Animation, Layout, FX, Pipeline, Software Development
- Maya, Houdini

### Alin Bolcas

Email: [abolcas@gmail.com](mailto:abolcas@gmail.com)

Tel: +44 (0) 7934 054388

[www.artstation.com/alinbolcas](http://www.artstation.com/alinbolcas)

- Modelling, Texturing, Lookdev, Preproduction
- Zbrush, Maya, Photoshop, Substance Painter, Substance Designer, Marvellous Designer, 3D Coat, Nuke



### Joe Lee-Jones

Email: [j.l.jones013@gmail.com](mailto:j.l.jones013@gmail.com)

- Lighting, Procedural Textures, Modelling, LookDev
- Maya, Substance designer, Renderman 21, Houdini

### Joe Withers

Email: [joewithers96@gmail.com](mailto:joewithers96@gmail.com)

Tel: +44 (0) 7790 186201

[jw0z96.github.io](https://jw0z96.github.io)

- Pipeline Development, Software Development, Rigging
- Maya, RenderMan 21, Nuke





Group members



Zoe Geddes

Email: [zoe.geddes@ntlworld.com](mailto:zoe.geddes@ntlworld.com)  
Tel: +44 (0) 7963 270265  
[www.linkedin.com/in/zoe-geddes](http://www.linkedin.com/in/zoe-geddes)

- FX, Compositing
- Houdini, Nuke, Maya

Phuong Anh Nguyen

Email: [karonguyen96@gmail.com](mailto:karonguyen96@gmail.com)  
Tel: +44 (0) 7950 366422  
[www.vimeo.com/karonguyen](http://www.vimeo.com/karonguyen)

- Rigging, Scripting, R&D, Compositing, Character Design
- Autodesk Maya, Nuke, Houdini



Adeola Sokunbi

Email: [adeoladesign@hotmail.co.uk](mailto:adeoladesign@hotmail.co.uk)

- Environment Modelling, Lighting, Rendering, Texturing, Shading
- Maya, V-Ray, Photoshop, Mari, Nuke

Mark Spokes

Email: [mark\\_spokes@hotmail.co.uk](mailto:mark_spokes@hotmail.co.uk)  
Tel: +44 (0) 7568 439584  
[www.linkedin.com/in/mark-spokes-333530142](http://www.linkedin.com/in/mark-spokes-333530142)

- Direction, Character Modelling, Character Animation and Layout
- Maya, Zbrush, and Adobe package



Spaghetlify

*Spaghetlify* is a 3D animated, sci-fi/comedy short starring Kevin, a layabout slob who lives alone in a filthy apartment. One night, when trying to reheat a spaghetti dinner, he leaves a metal fork in the microwave and subsequently rips a hole in time and space. What follows is a hilarious, pasta filled thrill ride for all ages.

## Group members



### Adam Bruce

Email: [adamroybruce@gmail.com](mailto:adamroybruce@gmail.com)  
[www.vimeo.com/adamroybruce](https://www.vimeo.com/adamroybruce)

- Level Design, Modelling, Rigging and Animation
- Maya, Unreal and Zbrush

### Alex Cowell

Email: [alex.cowell@outlook.com](mailto:alex.cowell@outlook.com)  
Tel: +44 (0) 7935 452939  
[www.vimeo.com/alexcowell](https://www.vimeo.com/alexcowell)

- Unreal Programming, Pipeline Management, Lighting, Gameplay Mechanics, Effects
- Unreal Engine 4, Houdini, Maya, Substance Painter



### Joshua Millyard

Email: [joshua.millyard@outlook.com](mailto:joshua.millyard@outlook.com)  
[www.jmillyard.artstation.com](https://www.jmillyard.artstation.com)

- Concept Art & Environment Art
- Photoshop, Maya, ZBrush, Substance Painter & Unreal Engine 4

## Stretch Goals

*Stretch Goals* is a 3D platformer in the style of classic Nintendo 64 titles, developed in Unreal, following the adventures of an alien who has crash-landed on a foreign planet. Collect goo throughout the level to increase your jumping capabilities, enabling you to reach new heights, find the missing pieces of your ship, and fly back home.





## Group members



### Lea Choukroun

Email: [lea.choukroun03@gmail.com](mailto:lea.choukroun03@gmail.com)

Tel: +44 (0) 7874 318971

[www.leachoukroun03.wixsite.com/lc-art](http://www.leachoukroun03.wixsite.com/lc-art)

- Concept art, Character design, Character modelling, Rigging, Animation
- Maya, Photoshop, Premiere Pro

### Francesca Lupi

Email: [francesca.lupi20@gmail.com](mailto:francesca.lupi20@gmail.com)

[www.francylupi.wixsite.com/francescalupi](http://www.francylupi.wixsite.com/francescalupi)

- Concept Art, Modelling, LookDev, Lighting, Compositing
- Photoshop, After Effects, Maya, V-ray, Substance Painter, Nuke



## What on Earth

*What on Earth* is a short animation about June, an alien astronaut on mission to Earth. This story will take us on her passionate journey to discover our planet and humans. This piece is intended to be light-hearted and surprising with an eclectic style, combining 3D and motion graphic inspired animation.





## Emilie Brown

Email: [emiliebethann@outlook.com](mailto:emiliebethann@outlook.com)  
Tel: +44 (0) 7825 444187  
[www.vimeo.com/user49828477](http://www.vimeo.com/user49828477)

- Modelling , Concept Art , Character Design , LookDev, Texturing
- Zbrush , Maya , Substance Painter , Nuke , Photoshop

## PolterHeist

A 3D illustration depicting the haunting of an artefact collector who has spent his privileged life collecting mythical items and treasure. His latest addition unbeknown to him has resulted in uttermost chaos. Inspired by the likes of *The Haunted Mansion*, this was a fun take on revealing the darker sides to antique collecting through fun, silly characters and environments.

## Shandis Wong's showreel

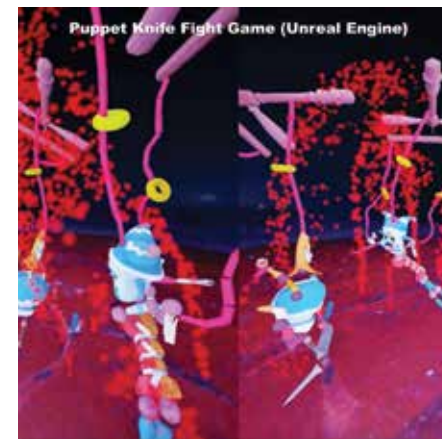
I have developed a wide range of skills within the past few years at NCCA. I am very passionate about software development and games. My main goal is to achieve works which look visually stunning with a strong focus on ease of use. This is to abstract the high complexity of programming and scripting to the users needs. Some of my projects include convolutional neural networks, facial reconstruction, a game in Unreal Engine, and Maya tools. I get inspiration from existing works and I aim to reproduce them or to create something new out of it.



## Shandis Wong

Email: [shandiswhh@gmail.com](mailto:shandiswhh@gmail.com)  
Tel: +44 (0) 7594 333687  
[www.shandiswong.wixsite.com/beinspired](http://www.shandiswong.wixsite.com/beinspired)

- Software development, Games, Neural Network, Scripting
- Autodesk Maya, Unreal Engine, Adobe Photoshop



## Hannah Bayliss

Email: [hannah.c.bayliss@gmail.com](mailto:hannah.c.bayliss@gmail.com)  
[www.hannahbayliss.com](http://www.hannahbayliss.com)

- LookDev, Lighting, Scripting, Modelling, Groom
- Maya, Vray, Arnold

## Graduation Showreel

A short reel of projects developed during my time at Bournemouth University. This reel highlights my work as a technical artist with an emphasis on lighting, look development, scripting and problem solving.



## Deividas Ivaskevicius

Email: [ivaskeviciusdeividas@gmail.com](mailto:ivaskeviciusdeividas@gmail.com)  
Tel: +44 (0) 7514 205414  
[www.artstation.com/ivaskeviciusdeividas](http://www.artstation.com/ivaskeviciusdeividas)

- Dynamics, Lighting, Modelling, Rendering, LookDev
- Maya, Houdini, Substance Painter, Nuke, Photoshop, Premiere

## The Malfunction

*The Malfunction* is a short live action VFX piece about a lonely engineer boy constructing his personal robot in a warehouse, when unexpectedly the robot's core malfunctions. The short is inspired by the slow-motion shots of *Iron Man 3* and this was my attempt at replicating that effect.





## Emotions in III Acts

The idea of *Emotions in III Acts* is derived from the observance of the correlation between colours and emotions in our day to day life. It embarks the viewer on a personal journey that involves their memories from the past, their feelings of the present and the growth in the future. The piece does not seek for a story to be told through its images, but rather it urges the evolution of the viewer's personal sentiments for the duration of the piece. The piece seeks the feeling of catharsis within the viewer which is revealed in the end. Many interpretations can exist in different contexts and circumstances. The piece is for all ages, young and old, however it is mostly addressed towards young adults and adults.

## Group members



### Bianca Cirdei

Email: [cirdei.bianca@gmail.com](mailto:cirdei.bianca@gmail.com)  
[www.vimeo.com/biancacirdei](https://www.vimeo.com/biancacirdei)

- Houdini FX, VEX Tools Development, Modelling, Shading
- Houdini, SpeedTree, Nuke, Photoshop, ZBrush, Premiere Prop

## Sydney Day

Email: [sydneyday.vfx@gmail.com](mailto:sydneyday.vfx@gmail.com)  
[www.vimeo.com/user67717613](https://www.vimeo.com/user67717613)

- VFX, Modelling, Layout
- Houdini



### Anastasia Photiou

Email: [anastasia.ph@hotmail.com](mailto:anastasia.ph@hotmail.com)  
Tel: +44 (0) 7923 284782  
[www.anastasiaphotiou.com](https://www.anastasiaphotiou.com)

- PreProduction, Look Development, Compositing, Colouring
- NukeX, Nuke, Substance Painter, Photoshop, Mantra Houdini

## Group members



### Andrea Gismondi

Email: [andrea.gismondi91@gmail.com](mailto:andrea.gismondi91@gmail.com)

- Concept Artist, Character Artist, Environment Artist, Game Design, Modelling
- Maya, Photoshop, After Effects

### Ivans Saponenko

Email: [ivansstyle@me.com](mailto:ivansstyle@me.com)

Tel: +44 (0) 3712 6994911

- Software Development, Pipeline Tools, Technical Artist, LookDev, Game Logic
- Unreal Engine, Maya, Adobe Photoshop, Adobe After Effects



## God's Faces - The Game

Inspired by many strategic games of the century, brought from tabletop into digital and back on the table. Behold the brain-tingling augmented reality game where you, as the god of elementals, bring destruction and chaos to the cities of unknown lands. Our game is an experiment with old, but proven, ideas combined with new technologies, made to bring players back to the time when games demanded critical and strategical thinking. While moving through a hexagonal game map, the player has to manage his economy and plan his path so he can break defences of enemies by using elemental powers gathered along his way. Combining aesthetics of a chessboard or tabletop game, complimented with a high level of interactivity, our aim was to create something new and unexpected.





Group members



Anne Mette Carstensen

Email: metzeart@gmail.com

- Modelling, Character Design, Texturing, Lighting, Rendering, Compositing
- Maya, Substance Painter, Photoshop, Zbrush, Nuke, Premier

Hannah Leong

Email: hannah.grace.leong@gmail.com  
Tel: +44 (0) 7463 893279

- Environment Design, Cinematography, Rigging, Animation
- Maya, Photoshop, Premiere



Zoya

Zoya (African meaning: A bargain) is a narrative exposing the ivory trade and the emotional effects of this tragic crime upon its victims. Zoya is a baby elephant who loses her mother to poaching. We follow her journey of grief as she becomes an orphan. Our animation features two stylised environments reflecting two different cultures. We want our piece to create an emotional and memorable response to the issue. We were inspired by The David Sheldrick Wildlife Trust, an orphanage for young elephants and rhinos in Kenya.





## Rose

Rose has dementia. Through the power of music, she is able to reconnect to who she was and, as a result, is momentarily relieved of illness. The piece was inspired by our group members' personal experience of family members with the disease, as well as our desire to bring further attention to potential treatments.



## Group members



### Robbie Brown

Email: [robbie.brown3@ntlworld.com](mailto:robbie.brown3@ntlworld.com)  
[www.vimeo.com/adamroybruce](https://www.vimeo.com/adamroybruce)

- Animation, Environment Design
- Maya, Zbrush, Substance, Adobe Suite

### Jake Cross

Email: [jakehtc22@gmail.com](mailto:jakehtc22@gmail.com)  
 Tel: +44 (0) 7736 773913  
[www.artstation.com/jakecross](http://www.artstation.com/jakecross)

- Modelling, UV, Texturing, Scripting, Shading, Lighting, Rendering
- Maya, Substance Painter, Substance Designer, Redshift, Plant Factory, Photoshop, xGen



### Thomas Rackl

Email: [thomas.m.rackl@gmail.com](mailto:thomas.m.rackl@gmail.com)  
 Tel: +44 (0) 4475 54724997

- Grooming, Cloth Simulation, Modelling, Character Design, Texturing
- Maya, Marvelous Designer, Photoshop, Nuke





## Population Zero

*Population Zero* is a short, animated story about an astronaut's journey into death. After being abandoned on a space station, the story shows an abstract interpretation of the last moments of the protagonist's life and the subsequent conclusion of it. Instead of relying on dialogue, we aimed to navigate the narrative by using the environment, camera movements and atmosphere. It was important for us to create a piece that is able to be interpreted differently depending on the viewer, while being contained within an overarching narrative.

## Group members



### Kim Lina Braunbeck

Email: [braunbeckkim@gmail.com](mailto:braunbeckkim@gmail.com)  
Tel: +44 (0) 7731 506103

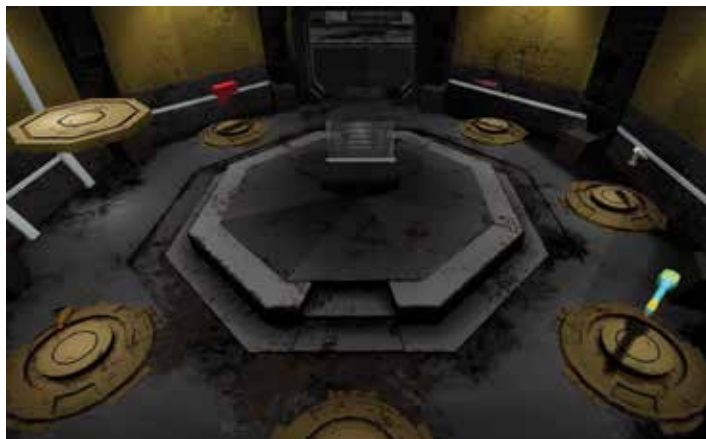
- Animation, Lighting, LookDev, Compositing
- Maya, Substance Painter, Nuke

### Darlene Buttner

Email: [darlenebuttner@gmail.com](mailto:darlenebuttner@gmail.com)  
Tel: +44 (0) 4917 37010239  
[www.vimeo.com/user62441734](https://www.vimeo.com/user62441734)

- FX, Modelling, LookDev
- Houdini, Maya, Substance Painter





## Scarlet Fairweather

Email: [fairweather.scarlet@hotmail.co.uk](mailto:fairweather.scarlet@hotmail.co.uk)  
Tel: +44 (0) 7415 095865

- Game Development, Low Poly Modelling, Texturing, Lighting and VFX
- Unreal Engine 4, Maya and Substance Painter

## Pew3x

I created a quirky target practice game as a part of my interactive showreel.

## The March

*The March* is a solo project focusing on creating a crowd simulation using existing Houdini toolkit, as well as achieving a believable snow effect using geometry-level and rendering tools. It is a short video about the retreat of Napoleon's soldiers from a failed campaign in Russia in 1812. The piece focuses on the often unseen repercussions of war, as the characters suffer not from battle wounds, but instead from the severe cold and malnutrition. The March explores the themes of dehumanisation, desensitisation to death and the overlooked casualties of war. The visuals create a strong contrast between the stoic and pristine calm of the snowy landscape, and the misery of the slowly moving crowd, commenting on the contemporary as well as historic reality.



## Zuza Ruszecka

Email: [ruszecka@gmail.com](mailto:ruszecka@gmail.com)  
[www.ruszecka.wixsite.com/portfolio](http://www.ruszecka.wixsite.com/portfolio)

- Compositing, Houdini Technical Artist, Python Scripting
- Houdini, Nuke, Maya, Premiere Pro



## Neerav Nagda's Showreel

Over the past three years, I have developed and refined my skills in programming and scripting to develop increasingly more complex projects during my time at the NCCA. My projects are mainly research and development projects, in the form of standalone programs, scripts and plug-ins. The animation and VFX pipelines have many stages, so I have focused on tools for modelling and animation. My projects either implement existing research publications, reproduce tools found in existing software or produce something new.



## Neerav Nagda

Email: [neerav24@hotmail.com](mailto:neerav24@hotmail.com)  
Tel: +44 (0) 7711 223963  
[neeravnagda.github.io](https://neeravnagda.github.io)

- Software Development, Scripting, Neural Networks
- Maya, Unreal Engine



## Jack Rowbotham

Email: [jack@jrow.co.uk](mailto:jack@jrow.co.uk)  
Tel: +44 (0) 7526 755774  
[www.jrow.co.uk](http://www.jrow.co.uk)

- Effects, Lighting, Compositing, Texturing/Shading, Environment Hard Surface Modelling
- Maya, nV-Ray, nNuke, nHoudini, Substance Painter, Photoshop Premiere Pro

## Torment

*Torment* is a CG short film created by myself that portrays a car's escape from brutality and torture; endured through its time in captivity. Taking inspiration from Stephen King's *Christine*, my goal was to create a visual piece adhering to both cinematic and commercial conventions, personifying and injecting life into the subject of a car with a technical emphasis on lighting and effects. I used this project to test myself and push my limits of what could be achieved alone; stepping out of my comfort zone and learning new skills and techniques to create a visually entertaining piece.





## Lost in a Hat

A short comedy animation about youngster Alex Midcalf who receives a magical hat giving him the ability to teleport. After using it for the most mundane and lazy things, he discovers that it can also travel through time. The aim was to bring to life those silly intentions we don't like to think we would do with such power (but definitely would).

## Group members



### Jake Bishop

Email: [Jakesb1996@gmail.com](mailto:Jakesb1996@gmail.com)

Tel: +44 (0) 7943 385246

[www.JakeBishop.co.uk](http://www.JakeBishop.co.uk)

- Director, LookDev, Environments, Cinematography
- Maya, Vray, Nuke, After Effects, Reality Capture

## Pierre Fourtina

Email: [fourtina.p@gmail.com](mailto:fourtina.p@gmail.com)

Tel: +44 (0) 7711 165227

[www.fourtinap.wixsite.com/p4tina](http://www.fourtinap.wixsite.com/p4tina)

- Character Design, Modeling, Texturing, Animation
- Maya, Zbrush, Photoshop



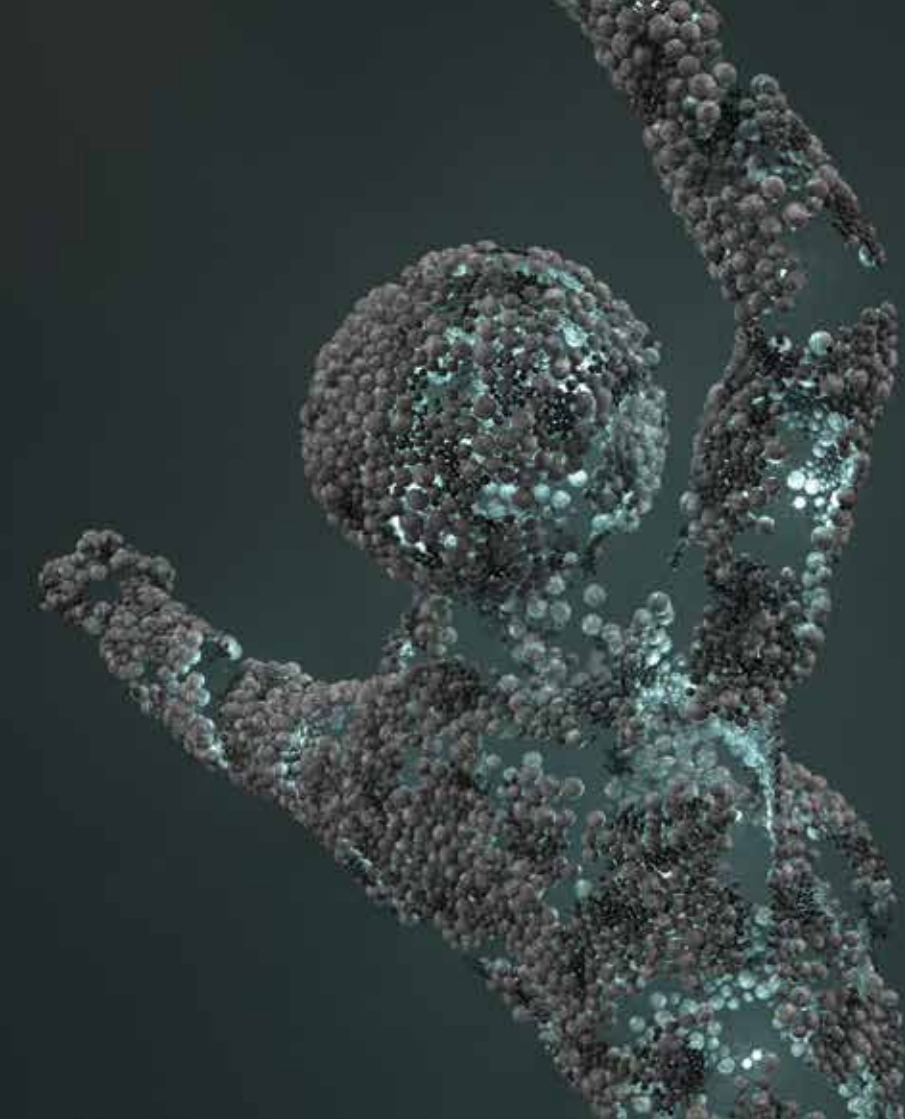
### Matty Jennings

Email: [mattyjennings@outlook.com](mailto:mattyjennings@outlook.com)

Tel: +44 (0) 7586 277444

[www.artstation.com/matthewjennings](http://www.artstation.com/matthewjennings)

- Animation, Rigging, Environment Artist
- Maya 2016, Substance Painter, SpeedTree, Zbrush



## Spotlight

*Spotlight* is a short music video depicting the journey of the character's life through dance in the form of abstract effects. Throughout the dance, we cycle through the defining moments that form her character, initially depicted through CG and live action elements that evolve into a series of abstract effects.

## Group members



### Jasper Corker-Marin

Email: [jasper-corker-marin@hotmail.com](mailto:jasper-corker-marin@hotmail.com)

Tel: +44 (0) 7412 990496

- FX, Modelling, Directing, Lighting
- Houdini, ZBrush, Maya, Nuke

## Kate Edge

Email: [kateedge@hotmail.com](mailto:kateedge@hotmail.com)

Tel: +44 (0) 7976 705381

- FX, Rigging, Motion Capture, Tracking
- Houdini, Maya, Cortex, PFTrack, Motion Builder



## Miles Shacklady

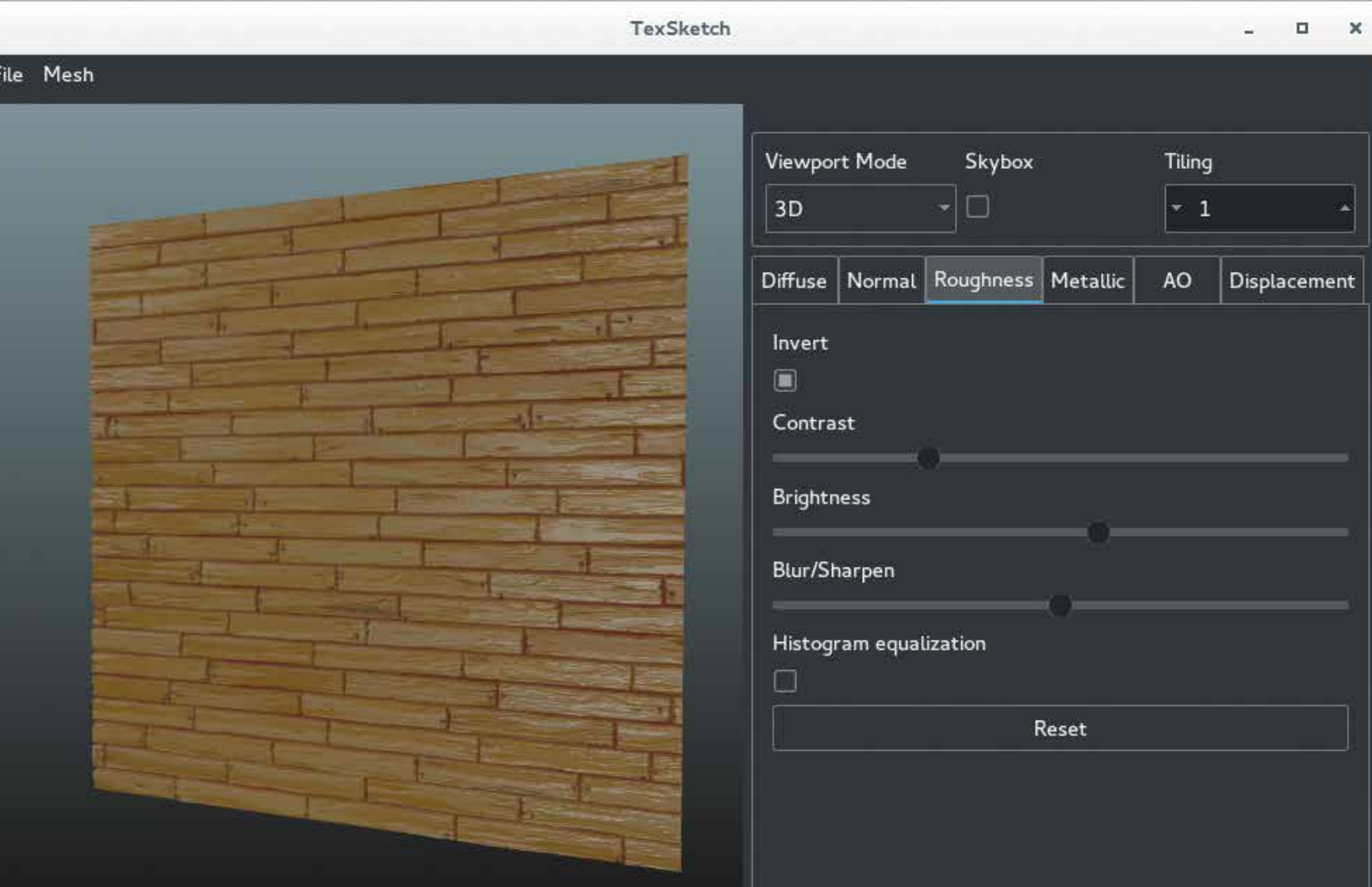
Email: [milesshacklady@googlemail.com](mailto:milesshacklady@googlemail.com)

Tel: +44 (0) 7964 701442

[www.milesshacklady.wix.com/miles](http://www.milesshacklady.wix.com/miles)

- FX, Lighting, Cinematography, Compositing, Rendering
- Houdini, Nuke, Photoshop, PTGui, Agisoft PhotoScan





## TexGen

We propose the implementation of a software that aims at speeding up the workflow of texture artists and that can help generalists to quickly generate texture maps without having to use multiple programs and complex procedures. You would submit one image and then six texture maps (diffuse, normal, roughness, metallic, AO & displacement) can be generated and tweaked using the program.

## Group members



### Thomas Collingwood

Email: [tomcoll@hotmail.co.uk](mailto:tomcoll@hotmail.co.uk)  
[www.tomcollingwood.co.uk](http://www.tomcollingwood.co.uk)

- Software Development
- C++, Qt

### Alberto La Scala

Email: [albelax94@gmail.com](mailto:albelax94@gmail.com)  
Tel: +44 (0) 7778 662173  
[www.github.com/albelax](http://www.github.com/albelax)

- Software Development
- C++, Qt



## Group members



### Rae Bell

Email: [bellrae2@gmail.com](mailto:bellrae2@gmail.com)

Tel: +44 (0) 7377 141305

[www.vimeo.com/raebell](http://www.vimeo.com/raebell)

- Look Development, Visual Effects, Lighting, Compositing
- Maya, Houdini, Nuke, Substance Painter, Photoshop, After Effects, Marvelous Designer

### Anna Georgieva

Email: [ageorgieva1995@gmail.com](mailto:ageorgieva1995@gmail.com)

- Pre-production, Modelling, Texturing, Cloth and Hair Simulation, Rigging
- Maya, Substance Painter/Designer, Marvelous Designer



## The Artisan

*The Artisan* is a 45-second short, following a retired gourmet chef in his kitchen as he prepares to cook his Asian-inspired dish. The piece aims to portray the sensations experienced within the kitchen environment. Using experimental effects to symbolise the smells and flavours of the ingredients as well as the Chef's synchronised movement to music to visualise the creative sensation of cooking, in an enriching way for the audience.





Group members



Daniel Allwright

Email: [dan.allwright@btinternet.com](mailto:dan.allwright@btinternet.com)  
Tel: +44 (0) 7904 468534  
[www.linkedin.com/in/danielallwright](http://www.linkedin.com/in/danielallwright)

- Lighting, Compositing, Groom, Environment Modelling, Environment Texturing
- Maya, XGen, V-Ray, Nuke, Substance Painter, Premiere Pro

Lara James

Email: [lara.james@btopenworld.com](mailto:lara.james@btopenworld.com)  
Tel: +44 (0) 7504 987029  
[www.linkedin.com/in/lara-james](http://www.linkedin.com/in/lara-james)

- Character Design, Environment Design, Modelling, Texturing, Animation
- Maya, ZBrush, Substance Painter, V-Ray, Premiere Pro



The Fountain of Youth

Our story follows a ten year old girl on her adventure to discover the Fountain of Youth. Her goal is to restore her old tattered toy rabbit, which once belonged to her sister, to its former condition. Our aim was to portray a simple but meaningful narrative using little animation, focusing mainly on facial expressions and camera movement to tell the story. We took inspiration from films which use existing legends as the base for their narrative – an approach often followed by Disney, which encouraged us to adopt a Disney-inspired aesthetic.



**The NCCA would like to thank  
01Zero One for hosting our  
Master's Degree Show this year.**



01zero-one, Hopkins Street, London W1F 0HS



**The UK's largest visual  
effects, computer games  
& animation festival**

3-7 October 2018  
Bournemouth  
International Centre



Marvel Studio 2017 ©.  
Image courtesy of Framestore