

HANNAH CROSBY

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KEY SKILLS

- Strong traditional art skills as a sculptor and painter
 - 12 years experience as a professional 3D artist
 - Graduated with high distinction at National Institute of Dramatic Art in prop-making
 - Ability across 3D concept and prototyping to real-world fabrication
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EXPERIENCE

WOODFORD FESTIVAL

2017

Props Art Lead

Managed the props manufacture team for a large festival to create props for interactive festival games and display

WHITE VISUALS

2017

Prop Maker and Art Finisher

Creation of visual merchandising objects for theme parks and retail, including fabrication and art finishing

WARNER BROS STUDIOS

2017

Aquaman

Art Finishing Assistant and 3D Artist

Assisted the lead Props Art Finisher
Automotive spray painting to create a variety of metal and organic bases for final art finishing
Created and modified digital assets for 3D printed prototypes

STORM GIANT STUDIOS

2017

Flick Heroes

Lead 3D Artist

Managed art direction for a mobile game on Android and IOS
Illustrated character concepts, building 3D models for characters and environmental assets, texturing models and rigging for animation
Oversaw creation of art assets by contracting artists to ensure consistent style and quality standards.

MARVEL STUDIOS

2016

Thor: Ragnarok

Prop Manufacture Assistant

Worked across all areas of prop manufacture including polystyrene carving, mould-making and model-making
Assistant to the lead Props Art Finisher
3D modelling for manufacture using CNC

PROMOTIONS IN MOTION

2015-2016

David Jones

Smith & Coheys

Scenic Artist and Propmaker

Created large public installations and window displays for visual merchandising
Puppet-making, large-scale polystyrene sculpting, fibreglassing, scenic painting and art finishing

RIVERSIDE THEATRES

2015

Shellshock

2AND2

2015

Little Legends RAC

MAKEUP EFFECTS STUDIO

2014

Childhood's End

PYRAMANIA

2014

Gods of Egypt

NIDA PARADE THEATRES

2012 - 2014

Light In The Piazza

Much Ado About Nothing

Microsoft Rare Ltd

2010 - 2011

Xbox Kinect Sports

Kinect Sports Season 2

Model Maker

Designed and produced an animatronic tortoise for a theatre production which could be operated remotely by crew
Created educational material to accompany performances

Senior Character & Environment Artist

Composed level layout in collaboration with designer to create a user experience which met educational goals and ensured clarity of game elements
Modelled and textured characters and level art, overcoming the technical limitations of optimising for streaming online content

Sculptor and Mould Maker

Sculptor for parts of a creature effects suit
Assisted with mould-making and casting using fibreglass, silicone and resins

Costume Props Assistant

Assisted Master Mould Maker with plaster, urethane and silicone moulds to create soft stunt versions of props
Assisted leatherwork artisan with pattern cutting and leather shaping
Casting and art-finishing armour pieces

Propmaster and Model Maker

Managed the prop department for a student-led theatre production.
Prop sourcing and buying, budgeting, scheduling, organising and recording minutes of inter-department meetings, documenting progress and creating reports, overseeing junior students.
Creative tasks involved working from drafting plans, carpentry, mould-making and large-scale polystyrene sculpting.

Character Artist

Character modelling for 2 BAFTA award-winning Xbox games, taking concepts through modelling, unwrapping, texturing and skinning for animation
Developed character concepts and brought licensed characters into line with current game style
Trained contract staff team in the use of databases and oversaw adherence to style-guides and standard of art created
Created level of detail (LOD) character assets

THQ Studio Australia

2007 - 2009

M Night Shyamalan's

The Last Airbender

Avatar: Into The Inferno

Character Artist

Primary character modeller on a high-end, realistic game title, recreating actor likenesses and keeping art 'on license' with a major motion picture

Built a library of interchangeable parts for character models to increase NPC variations able to be created with tight deadlines and small crew

Improved effectiveness of character texturing and shading to better reflect the 2D to 3D nature of the cartoon license, adding weight and solidity to models

Created tutorial material and documented in-house processes

THQ Studio Australia

2005 - 2007

Avatar: The Burning Earth

Avatar: The Last Airbender

Environment Artist

Worked directly with designers to create white-box models for full levels, modelling and texturing final game art from 2D concept art, including set-dressing and basic lighting

Supported senior environment artists by polishing levels, establishing a consistent style and quality bar

Streamlined and optimised levels reducing the impact on in-game memory

Documented processes and pipeline for in-house databases and style guide

EDUCATION**Bachelor of Dramatic Art – Properties & Objects**

National Institute of Dramatic Art (NIDA) – Sydney, Australia

Feb 2012 – Nov 2014

Graduated with High Distinction in all subjects

Curriculum covers fine art, sculptural objects, mechanics, puppetry, and project management

Graduate thesis: synthetic skin for animatronics

Diploma of Screen and Media – Animation

QANTM College of Multimedia – Brisbane, Australia

Jan 2004 – Nov 2004

Awarded *Creative Media Scholarship* for creative and academic excellence