

Welcome

Meet the team and our CG experts

Issue 179 March 2014



Let your heroes inspire you to create great CG

This issue has an air of inspiration about it. From cover artist Pascal Blanché tapping into his passion for Moebius to our interview with legendary animator Richard Williams and the VFX artists behind TV's biggest effects, issue 179 is all about embracing your heroes.

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This issue's featured artists

3D World brings together the world's leading artists to share their techniques and inspiration



Richard Williams

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Richard is a Canadian-British animator who was the animation director on Who Framed Roger Rabbit. We catch up with the legendary artist on page 34 to discover what makes an animator.



Kirk Hendry

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New Zealand-born Kirk is a freelance filmmaker who's short films Junk and Round have screened at over 150 festivals and won several awards. This issue, on page 40, Kirk shares his first steps in 3D.



Sven Martin

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Sven works as a visual effects supervisor at Pixomondo on Game of Thrones and his film credits include Star Trek Into Darkness. In our feature on page 46 Sven shares his VFX techniques for TV.



Dan Mason

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Dan is a senior texture artist, concept artist, and modeller currently working at Framestore London. On page 68 Dan reveals his process for conceptualising a character to be rigged for animation.



Adam Dewhirst

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Adam is a lead modeller at Framestore's film VFX branch in London and has 10 years experience in the industry. On page 74 Adam uses co-worker Dan's concept to sculpt a creature in Mudbox.



Mike Griggs

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Mike Griggs is a freelance concept 3D, VFX and mograph artist working across TV, exhibition and digital design. On page 80 you can find the second part of Mike's Cineware for Cinema 4D tutorial.

Tell us what you think!



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