

Rufus Rigby

Final year Animation student at Ravensbourne University London

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A highly motivated 3D animator with 5+ years of experience in video production aiming to specialise in 3D layout/previs. Has a growing heart for telling compelling narratives and an awakening eye for filmic composition.

PROJECTS

Ravensbourne University

Final Major Project

- **Directing** a collaborative **short-form** history video aimed at educating younger audiences.
- Focus on **managing** a small scale studio **pipeline** and generating **3D camera sequences**.

Portfolio Work

Previs

Using **Maya** and **Blender**, blocked out two different **3D camera sequences** of scenes interpreted from a list of prompts.

Body mechanics

Using **reference videos**, animated a **humanoid character** performing a physically sound 180° turn within **Maya**, taking on feedback from a senior level artist in the character animation industry.

Industry Exercises + Work Based Learning

- Generated a **3D layout** to tell a themed narrative using the Luminara Kitbash library
- Utilised **Maya's camera sequencer** to translate a script to previs for a **mentorship** programme.

Agora community 24hr ULTIMATE ANIMCHALLENGE

Collaborated with another 3D animator under a time crunch to produce a narrative based on three words as a duo entry, having been handed the brief at the start of the challenge.

SKILLS

Software knowledge

Autodesk Maya

- Ability to translate narrative scripts into **compelling visual sequences** through cinematic camera placement and **blocking key narrative moments**.
- Eye for producing physically grounded **body mechanics performances** by applying the key principles of animation.

Blender

- Familiarity with camera tools such as the **Video Sequencer** and **Non Linear Animation** editors.
- Adequate knowledge of **lighting + rendering** with **Eevee**.

SKILLS

Software knowledge

Adobe Premiere Pro

- Ample **knowledge of the program** as a whole, having used it for various academic purposes **across 5 years**.
- Fine **attention to detail** when editing video projects, **fixing flaws** in footage.
- Understanding of **colour** and how to **grade** video appropriately.
- Use of **timing** to generate rhythm in the story.

EDUCATION

BA (Hons) Animation — 4 years

Ravensbourne University London

September 2022 - Present

Grade: **2:1**

Pearson BTEC Level 3 National Diploma - Creative Digital Media Production (TV & Film)

Strode's College, Egham

September 2020 - July 2022

Pearson BTEC Level 2 National Certificate - Creative Media Production

Leighton Park School, Reading

September 2018 - July 2020

Grade: **L2 Merit**

GCSEs

Leighton Park School, Reading

September 2017 - July 2020

Grades:

- **English Language (8)**
- **English Literature (7)**
- **History (6)**
- **Geography (5)**
- **Combined Science (5-5)**
- **Computer Science (5)**
- **Religious Studies (5)**
- **Mathematics (4)**