



Gareth Lockett
Portfolio

MONSTERS AND MISFITS



Project: Monsters and Misfits (101 characters)
 Client: Frame Labs
 Format: Mechatron VR ride
 Tasks: Creator, designer, 3D modelling, texturing.



Project: Jolly Roger in Arrr! Me Booty
Client: Personal project
Format: Short film
Tasks: Design, model, texture, rig, render, post.



Project: Reflections of Iwanoff
Client: Frame Labs
Format: Mobile VR
Tasks: 3D modelling, texturing,
programming, provisioning.



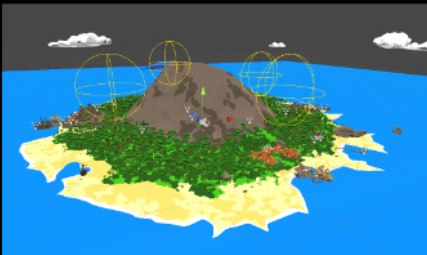


Project: 44 Days at Sea
Client: New Museum Boola Bardip
Format: Interactive exhibit
Tasks: remodel, retexture, programming.



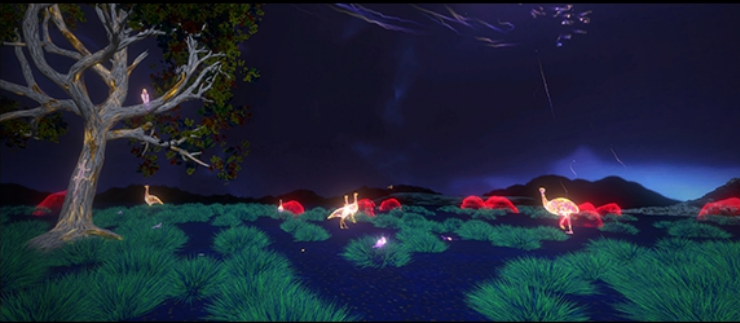
Project: Virtual CSI
Client: Murdoch University
Format: VR
Tasks: model, texture, shaders,
lighting, programming.





Project: Rainbow Island Treasure Hunt VR
Client: WA Shipwrecks Museum
Format: VR game
Tasks: Design, model, texture, shaders, programming.



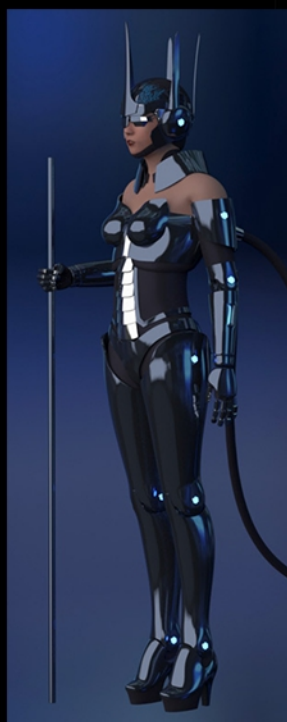
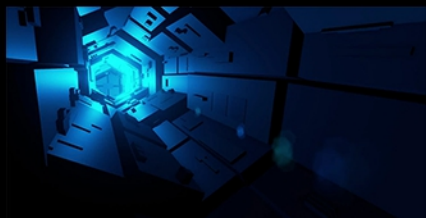
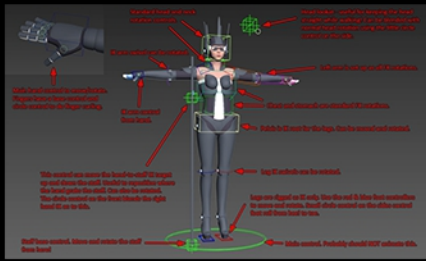


Project:Thalu: Dreamtime is Now
Client:Frame VR
Format:Realtime VR
Tasks:Techical lead, modelling,
texturing, programming.

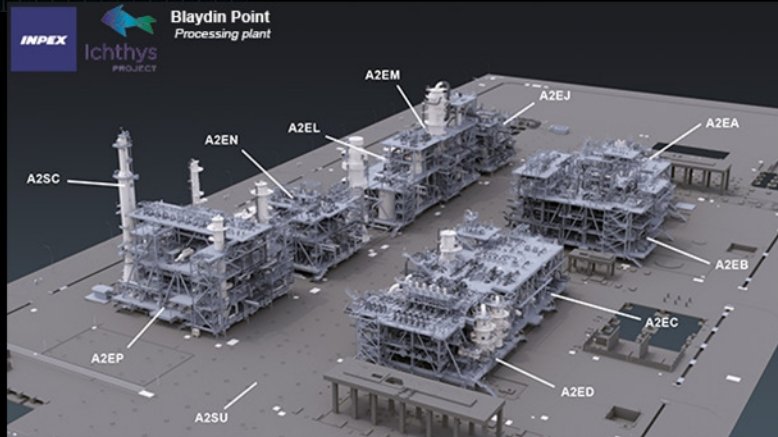




Project: The Dark Queen
Client: Student project
Format: Game trailer
Tasks: Writer, director, design, modelling, texturing,
rigging, lighting, rendering. post production.



Project: Processing plant
Client: Inpex
Format: Rendered stills
Tasks: Modelling, texturing,
programming, rendering,
compositing.



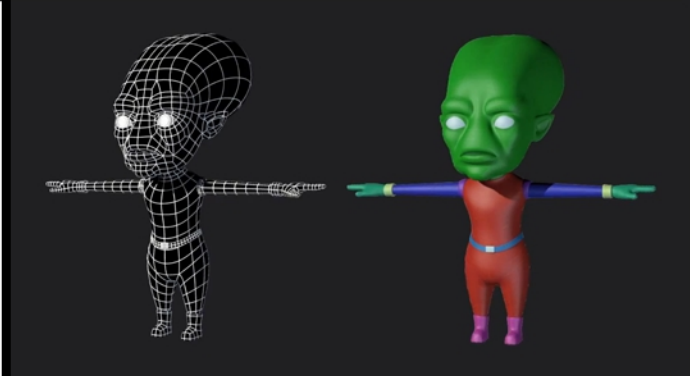
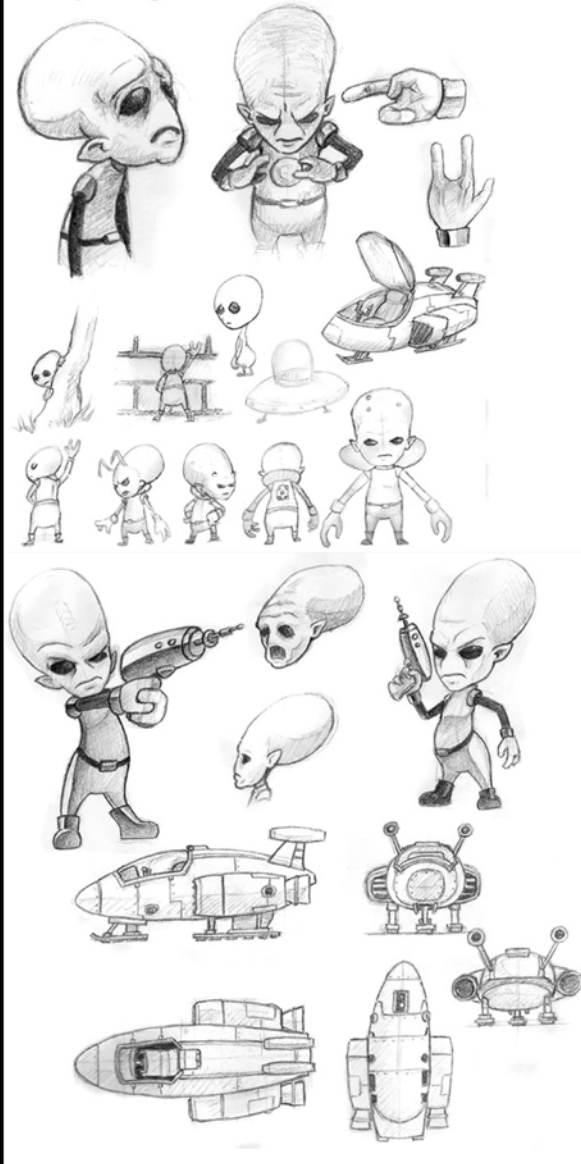


Project:Pumpkin King
Client:Personal project
Format:Realtime VR (Puppeteered)
Tasks:Design, modelling, texturing,
rigging, programming, FX.





Concept design

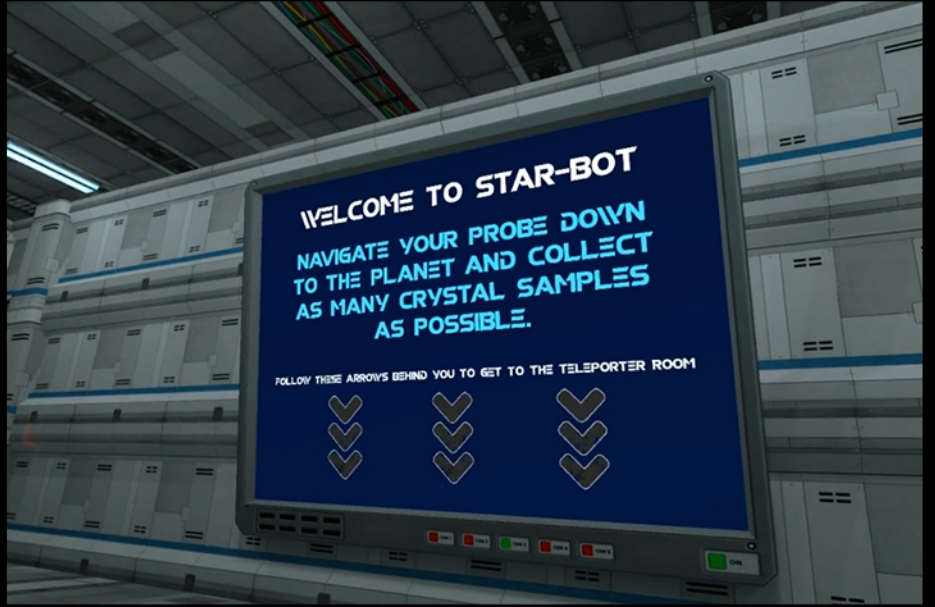
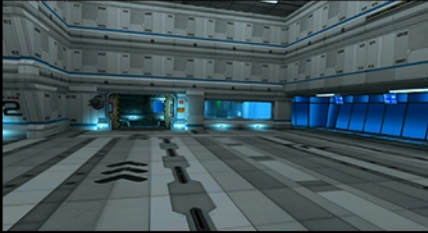


Project: Alien Escape
Client: Student assignment
Format: Short animation
Tasks: Design, modelling, texturing,
rigging, animation, tracking,
rendering, compositing..

Project: Star-Bot
Client: Scitech
Format: VR game
Tasks: Team lead, design,
programming.

STAR-BOT

INDUSTRIES



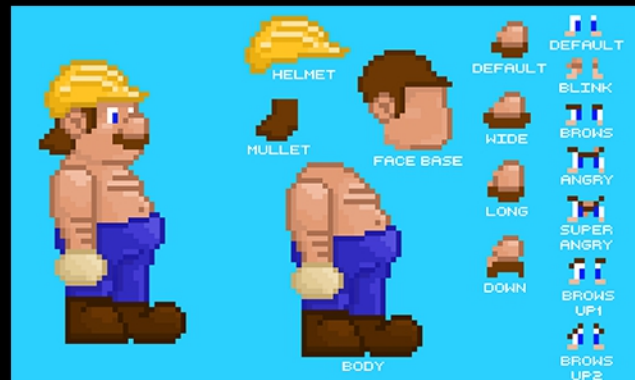
Dark Samurai



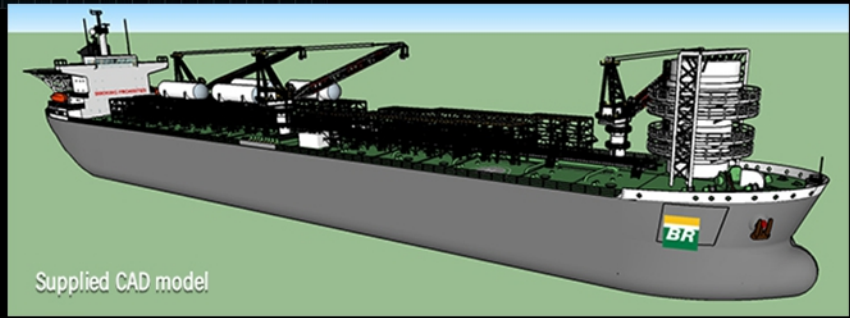
Project: Dark Samurai
Client: Personal project
Format: 3D printed
Tasks: Modelling, texturing,
3D printing.



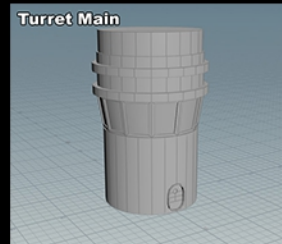
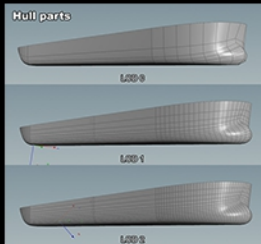
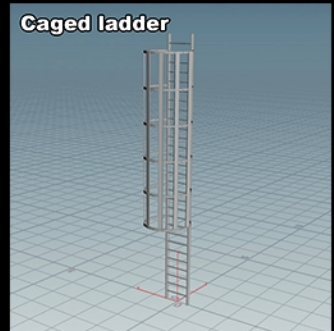
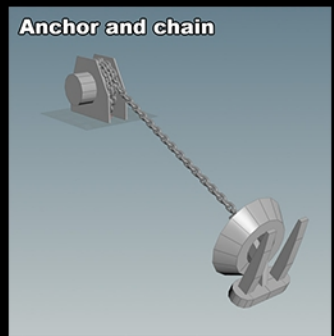
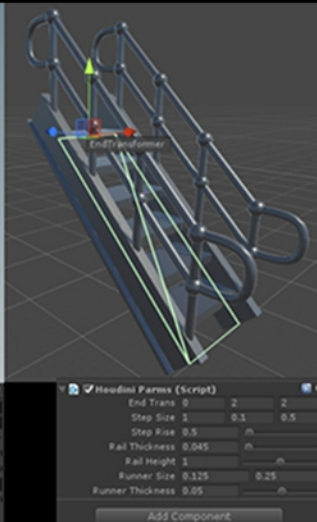
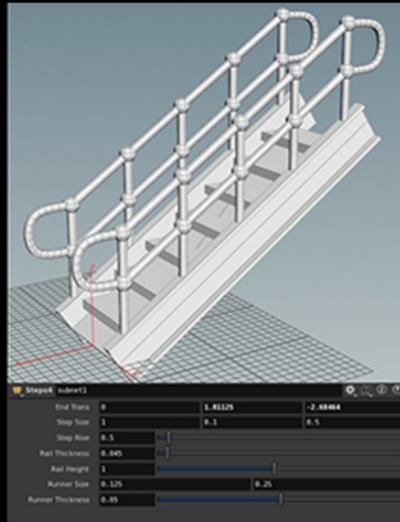
Project: Game Over
 Client: Student project
 Format: Short film
 Tasks: Design, Director, modelling, texturing,
 rigging (2D/3D), 2D animation, editing
 post production..



Project:FPSO
Client:Frame VR
Format:Realtime VR
Tasks:Modelling, texturing,
programming.



Example Houdini
Digital Asset stairway
with parameters in
Houdini and Unity.





Realtime VR version

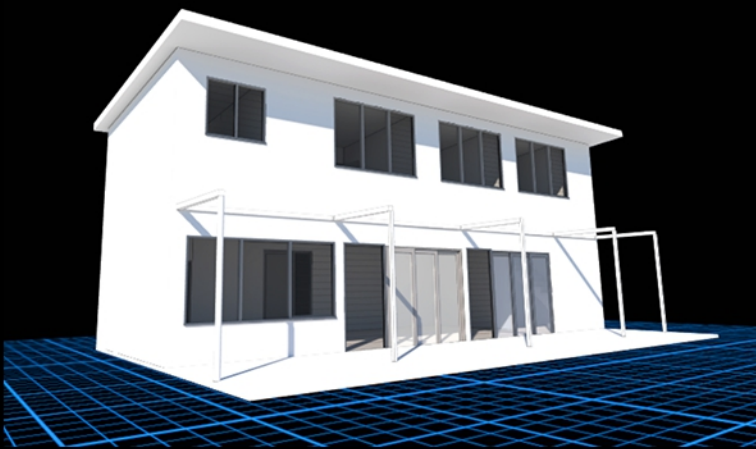


Offline rendered still

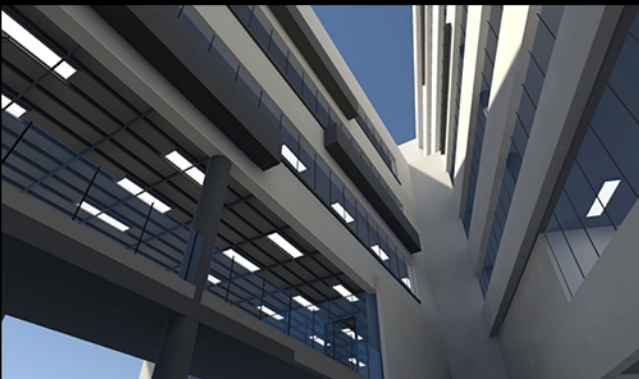
Project: Control Room
Client: Frame VR
Format: Realtime VR
Tasks: Modelling, texturing,
lighting, rendering,
programming.



Project: EWP
Client: Frame VR
Format: Realtime VR
Tasks: Team lead, modelling,
texturing, programming.



Project: Real Estate
Client: Frame VR
Format: Realtime VR
Tasks: Team lead, modelling,
texturing, programming.



Project: Santa's Super Sleigh Ride

Client: Frame VR

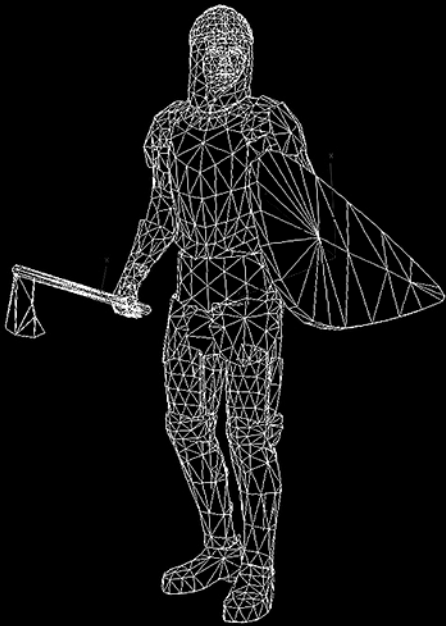
Format: Mechatron VR ride

Tasks: Modelling, texturing, rigging,
animation, lighting, rendering,
motion design, programming.

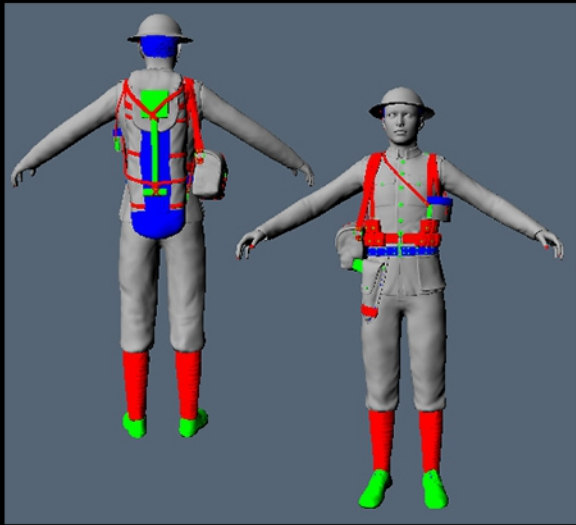




Project: Medieval Character Pack (MCP)
Client: Personal project (Unity Assetstore)
Format: Realtime 3D
Tasks: Design, modelling, texturing, rigging,
motioncapture cleanup.



Project: WW1 Soldier
Client: Personal project
Format: Realtime 3D
Tasks: Modelling, texturing,
rigging.



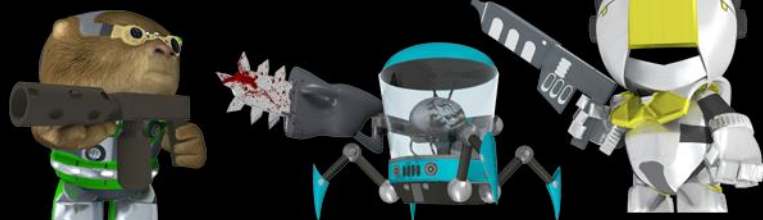
BRUTAL ARENA



Project: Brutal Arena
Client: Personal project
Format: OUYA game console
Tasks: Concept, design,
programming, modeling,
texturing, rigging, animation.

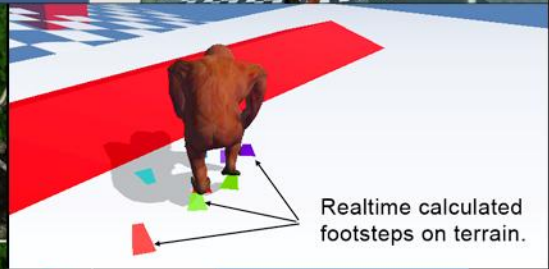


OUYA   

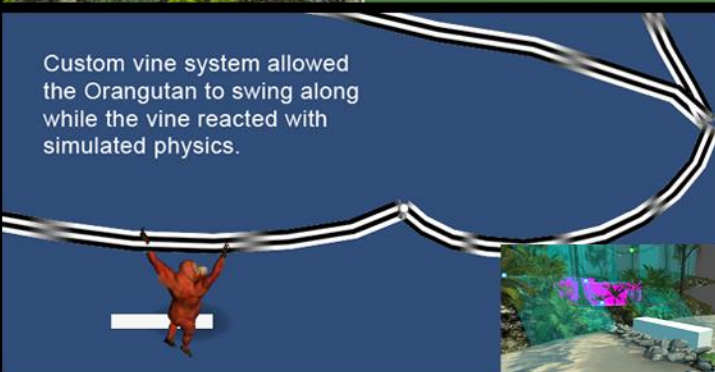
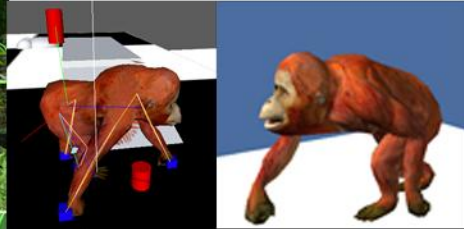




Prototype 2



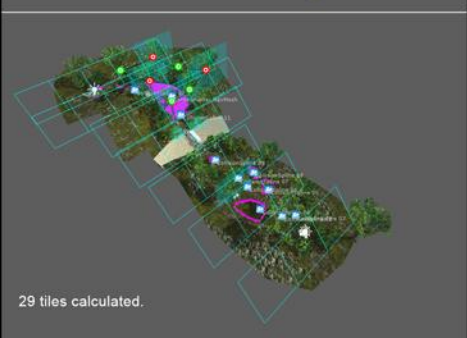
Realtime calculated footsteps on terrain.



Custom vine system allowed the Orangutan to swing along while the vine reacted with simulated physics.



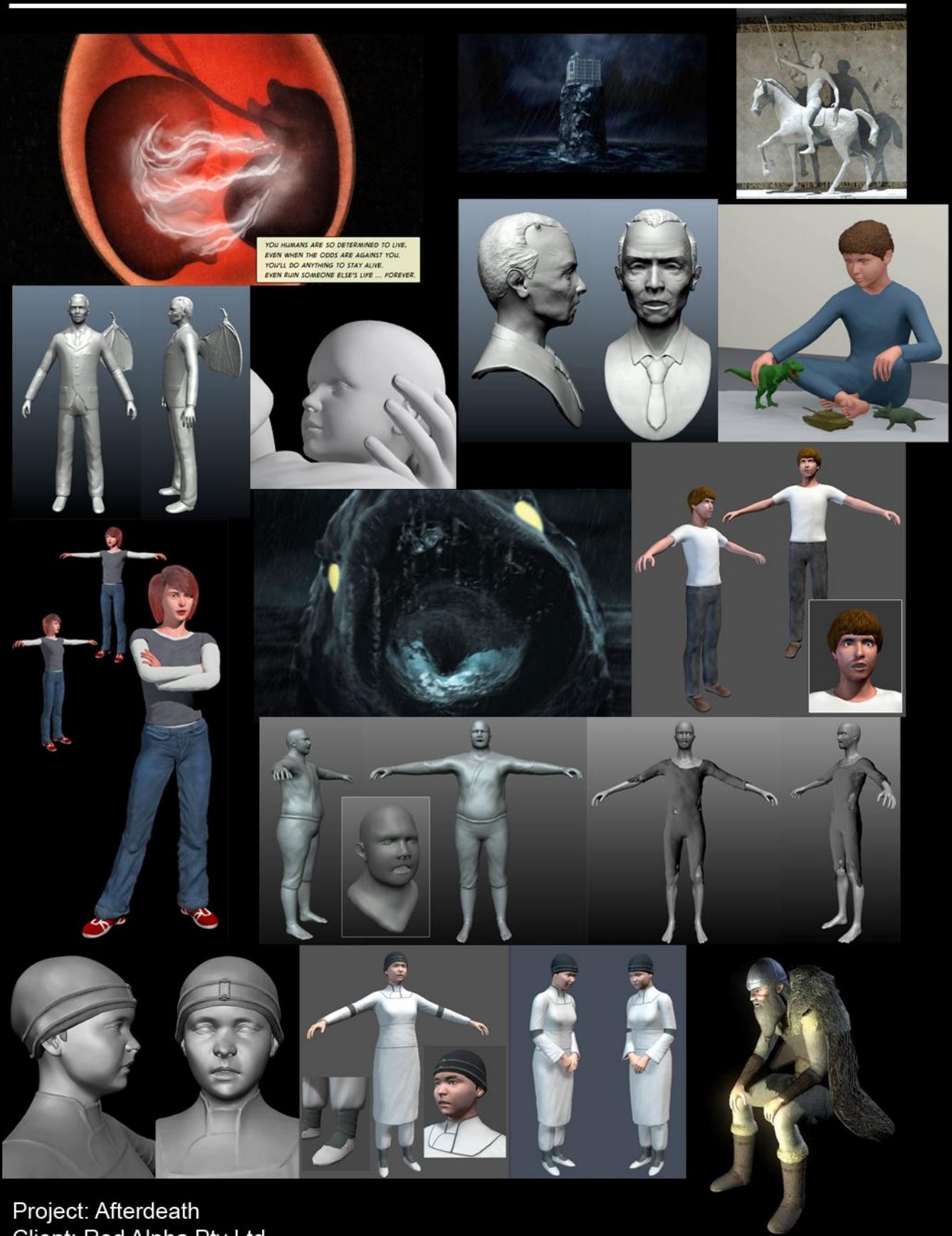
Level layout contains over 200 trees, plants, and rocks. All shadow casting/receiving. Total triangle count ~11 million.



29 tiles calculated.

Project: Orang-utan Mobile App
 Client: Before It's Too Late

Tasks: Concept, design, programming, modeling, texturing, rigging



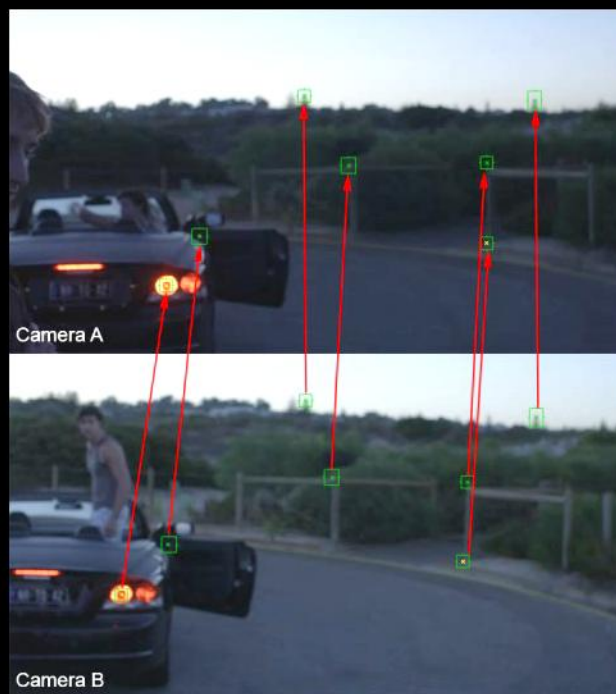
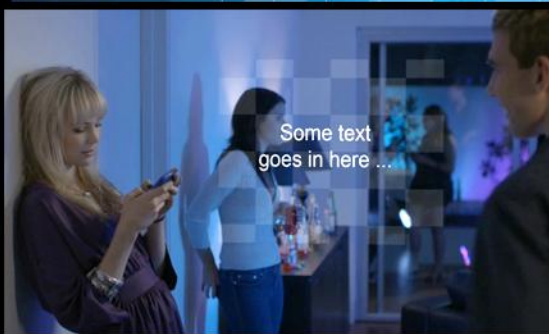
Project: Afterdeath

Client: Red Alpha Pty Ltd

Format: Interactive graphic novel

Tasks: Producer, concept art, modeling, texturing, rigging, post production, programming

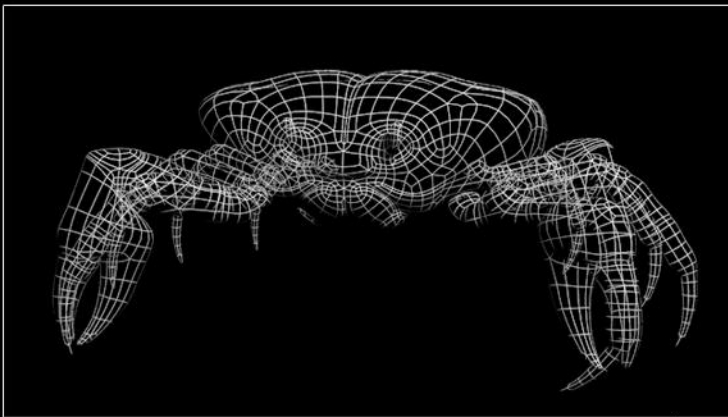
Note: For more see <http://welcometotheafterdeath.com>



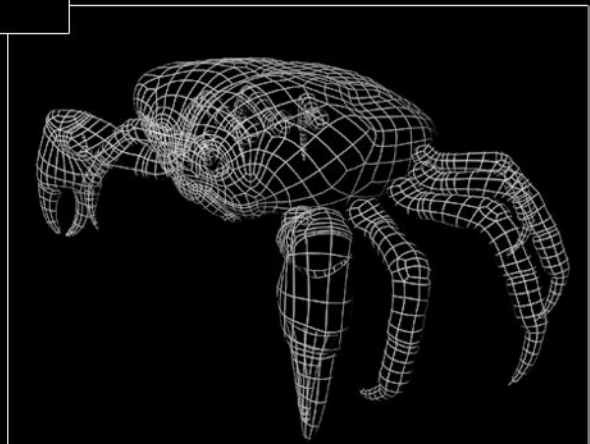
Project: Wasted On The Young (Feature VFX)

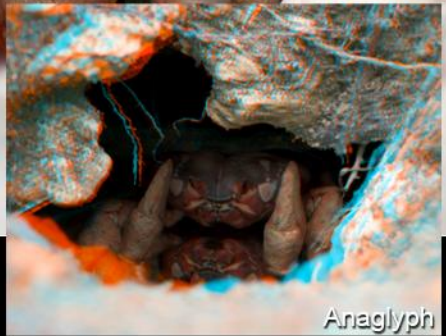
Client: WMBC

Tasks: Tracking, Crew reflection removal, stitching, digital blood, swimmers composite

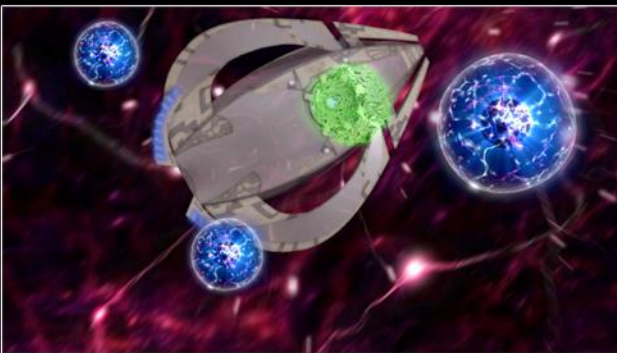
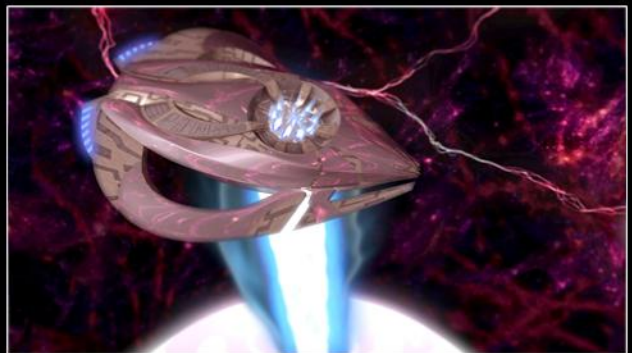
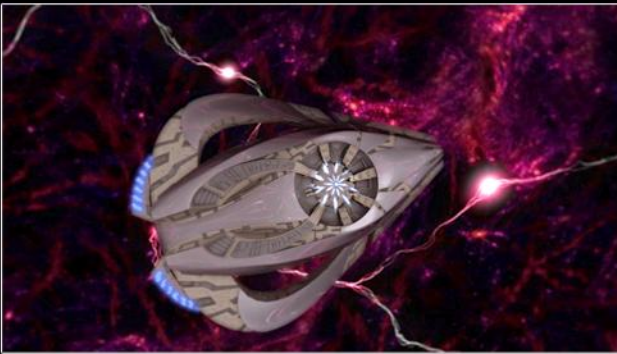


Project: Red Crabs of Christmas Island
Client: Mark Simpfendorfer Productions
Format: Stereoscopic IMAX film
Tasks: Model, texture, rig, animation,
render, effects, composite

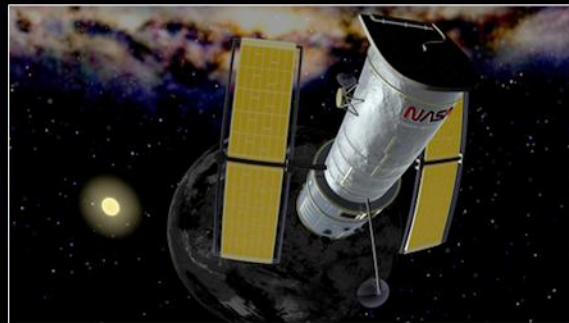
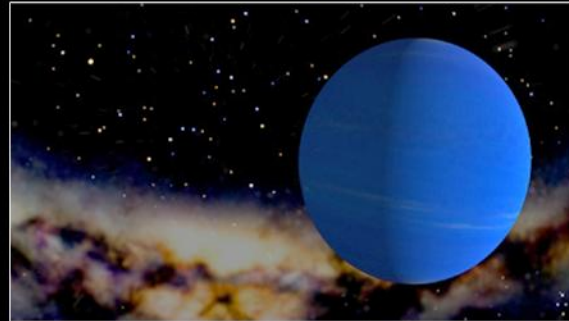
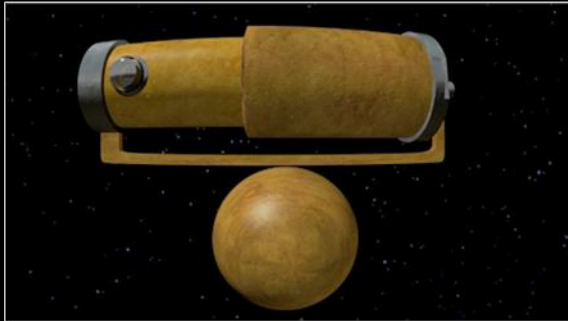
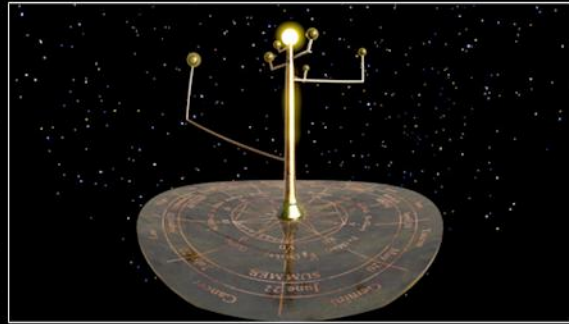
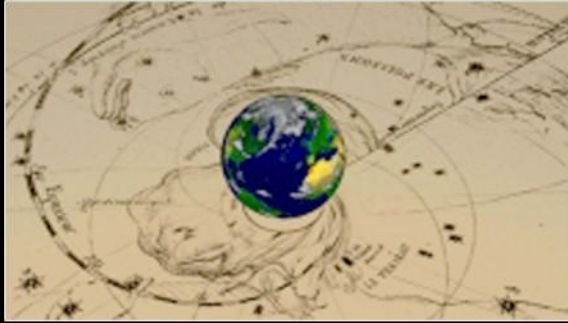
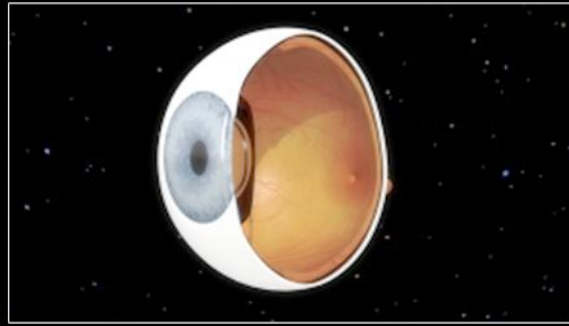




Anaglyph



Project: Time Trackers
Client: Taylor Media / Gibson Group
Format: TV series
Tasks: Concept art, model, texture,
rig, lighting, animation, render,
effects



Project: The Big Picture

Client: Raging Pixel Productions

Format: Large format planetarium film

Tasks: Director, concept art, storyboarding, model, texture, rigging, animation, render, composite, effects, programming



Project: Amy Goes to
Wadjemup Island
Client: JAG Films
Format: Short film
Tasks: Model, rig, texture,
render, effects,
composite



Project: Dolphin Interactive
Client: Sea Dog Films
Format: DVD
Tasks: Model, rig, texture,
animate, render,
effects, composite



Project: Community TV Branding
 Client: Access31
 Format: TV
 Tasks: Concept design, model, texture



Project: TVC
 Client: Horizon
 Format: TVC
 Tasks: Concept design,
 model, texture, render,
 effects, composite





Project: Katlenburger Sparkling Wine

Client: Beverage Australia

Format: TVC

Tasks: Model, texture, light, render, effects, composite



Project: The Big Picture

Client: Raging Pixel Productions

Format: Planetarium film

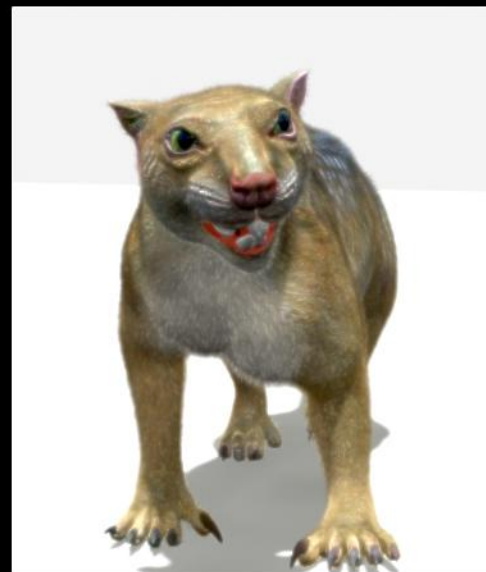
Tasks: Design, model, texture, light, animation, render, effects, composite



Project: Pixie Ad
Client: Raging Pixel Productions
Format: TVC
Tasks: Concept, design, texture,
lighting, render, composite

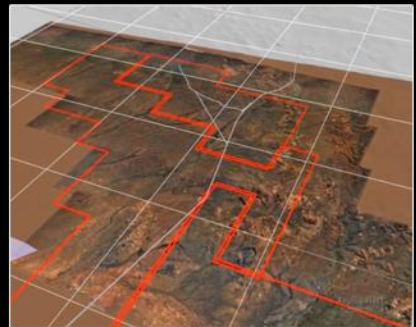
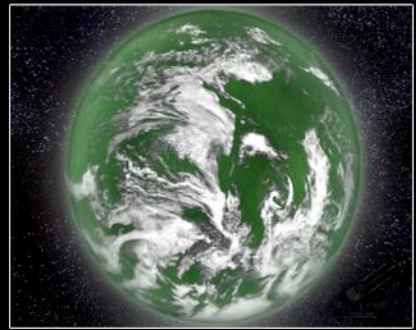


Project: Thylacoleo
Client: WA Museum
Format: Pitch
Tasks: Model, texture, rig, render



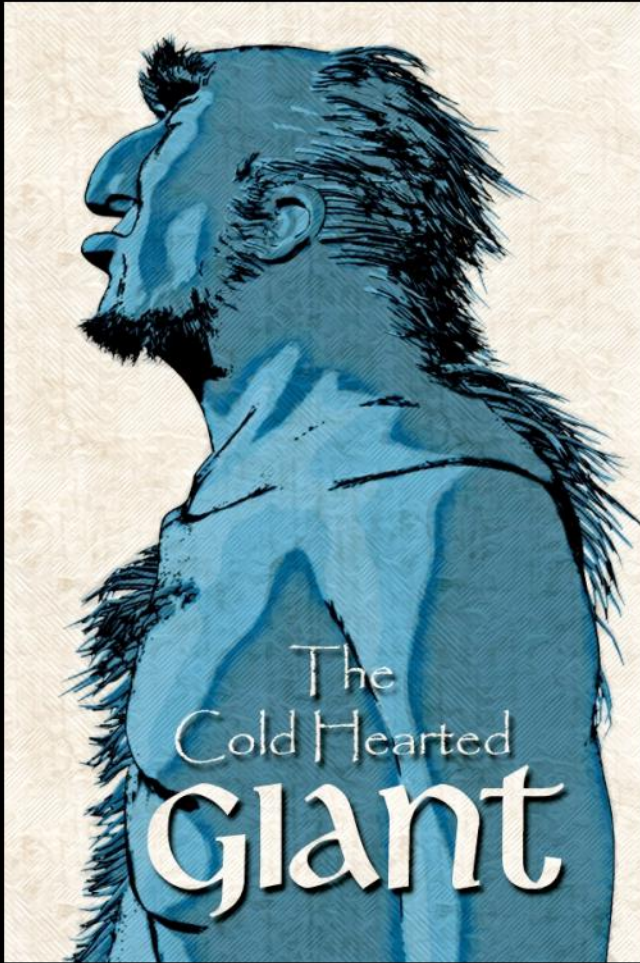


Project: Mining
Client: Various
Tasks: Model, texture,
lighting, rigging,
animation, render,
composite, effects





Project: Angel control room
Client: Woodside
Format: Presentation
Tasks: Model repair, texture, lighting, render



Project: The Cold Hearted Giant
Client: Raging Pixel Productions
Format: Short film
Tasks: Writing, directing, concept art,
storyboard, animatic, model,
rig, texture, animate, lighting,
render, composite, effects





Project: Gone Fishing
Client: Personal project
Format: Short film
Tasks: Design, model, texture, rig
render, effects, composite

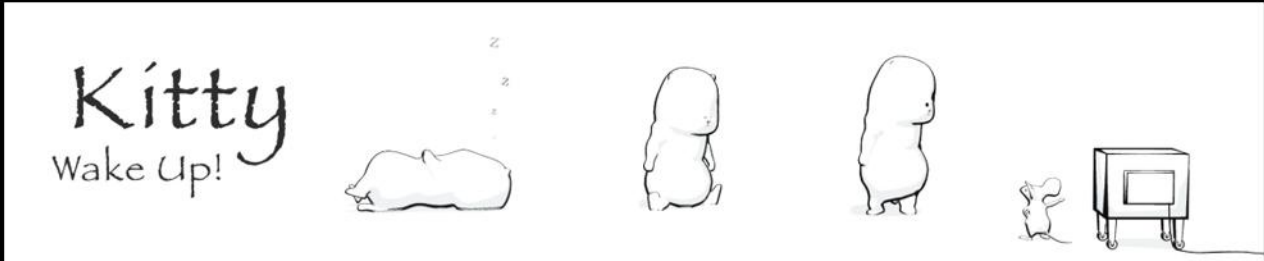


Project: Last Memories
Client: Personal project
Format: Short film
Tasks: Design, model, texture, rig
render, effects, composite





Project: Cotton Tales
Client: Personal project
Format: Short film
Tasks: Writing, design, model,
texture, rig, animation,
render, composite



Project: Kitty Wake Up!
Client: Personal project
Format: Short film
Tasks: Writing, design, model, texture, rig, animation, render, composite



Project: Lionheart
Client: Personal project
Format: Print
Tasks: Design, model, lighting, render



Project: Model 3000
Client: Personal project
Format: Print
Tasks: Design, model, lighting, render



Project: Cat Warrior
Client: Personal project
Format: Print
Tasks: Design, model, texture, rig, render, matte painting

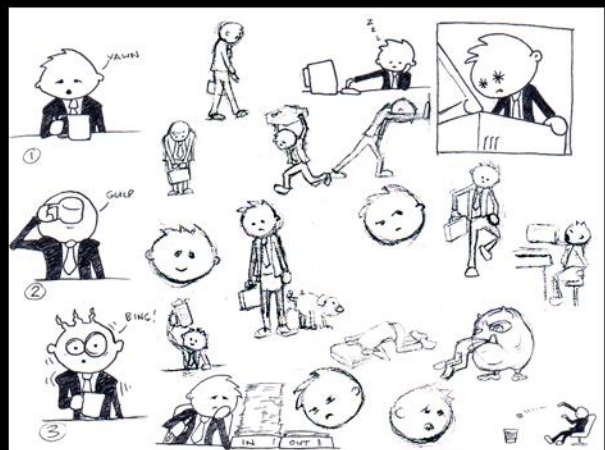
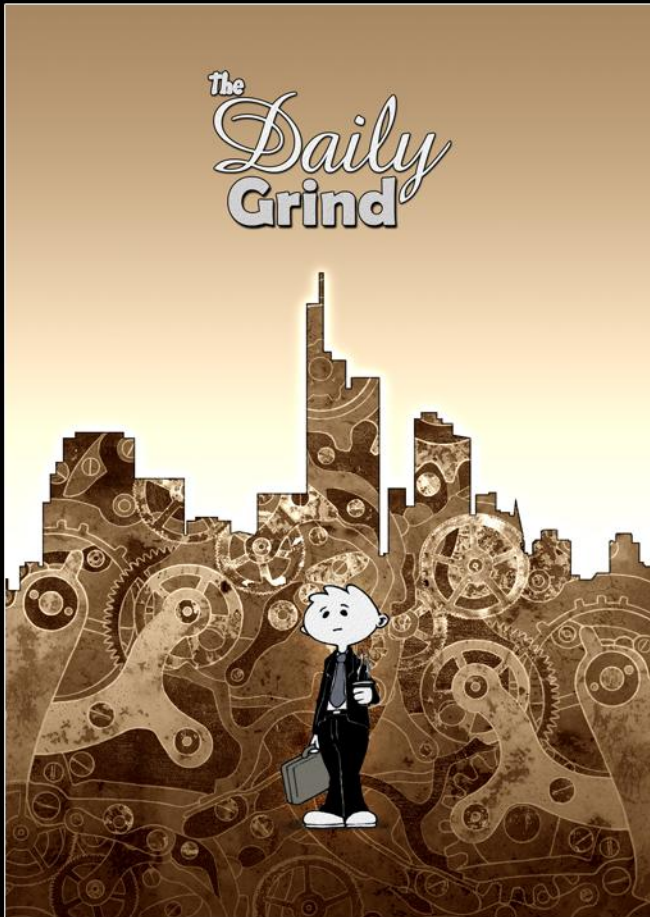


Project: Sandstorm Hunter
Client: Personal project
Format: Print
Tasks: Design, model, texture, rig, render, matte painting



Project: Mixed
Client: Personal projects
Format: Game characters
Tasks: Design, model, texture, rig,
render, composite





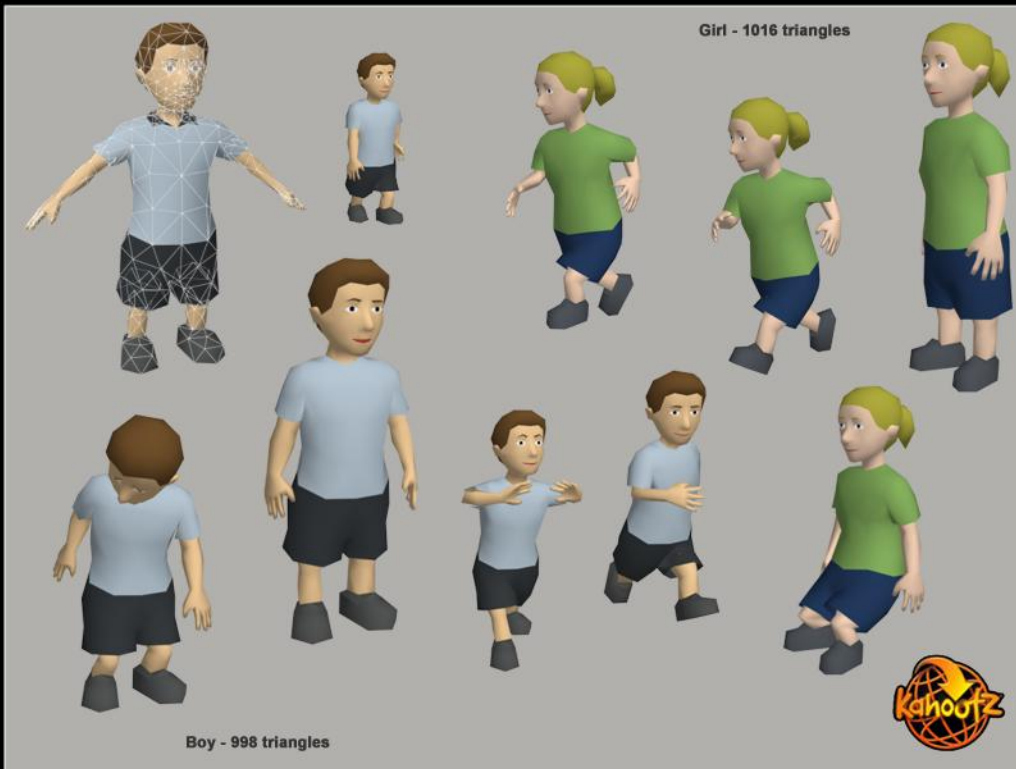
Project: The Daily Grind
 Client: Raging Pixel Productions
 Format: Pitch
 Tasks: Concept, design, illustration

Project: Nemesis
 Client: Laughing Gravy
 Format: Pitch
 Tasks: model, texture, rig, animation



Project: Mixed
Client: Personal projects
Format: Print
Tasks: Design, model, texture,
rig, render, composite





Project: Kahootz

Client: The Australian Children's Television Foundation

Format: Realtime

Tasks: Model, texture, rig, animate, export



Project: Soccer player

Client: Personal project

Format: Realtime

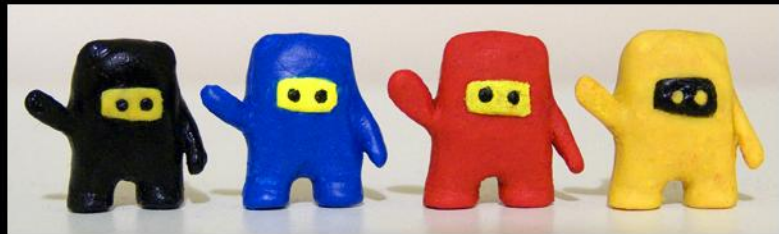
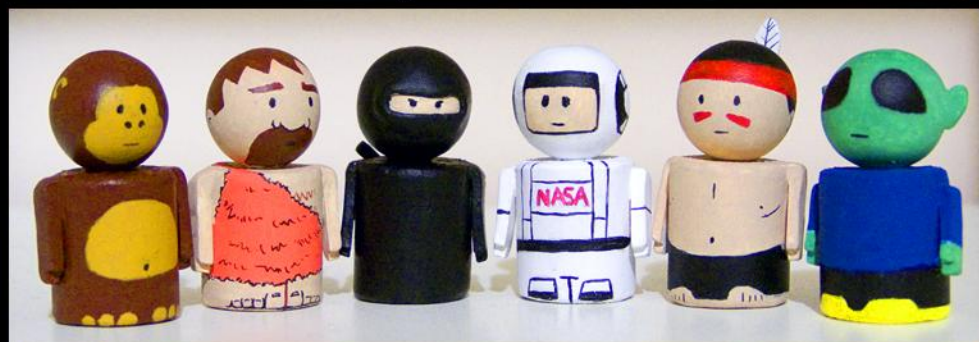
Tasks: Design, model, texture, rig, animate



Model



CG



Project: Custom Toys
Client: Personal Projects
Tasks: Design, modeling, construction



Project: 1001 Character Designs [WIP]
Client: Personal project
Format: Coffee table book
Tasks: Character concepts and design

Contact Gareth Lockett
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www.pixelmonkey.com.au