

Angelo Bod Curriculum Vitae

April 2006 – present

Vbeing Ltd., United Kingdom & India

Art Director

Reviewing internal artwork
Reviewing external artwork for clients
Dealing with producers/art directors of clients remotely or face to face.
Briefing Art Teams
Dealing with Art Résumés & Interviews
Writing Art Tutorials, Classes & Master classes
Advising & Instructing Artists
Streamlining Art Processes
Hands on with any artwork if required
In the Indian Studio 3 weeks per 6 weeks.

Clients / Projects involved:

Teamplay2: World of Soccer [PC]
Quantic Dream : Heavy Rain [PS3]
Razorworks : Ford Racing [PS2]
Exient / EA : Need for Speed [NDS]
Climax Portsmouth : The Fixer [PS3]
Kuju : Rail simulator [PC]
Shortfuze : Moviestorm [PC]
Eiconic : Creature Discomforts [Xbox360]
Namco/Bandai : Art Test (successfully finished)

August 2003 – March 2006

Sony Computer Entertainment Europe, Cambridge Studio, United Kingdom

Art Assets for **Project Hub** [PS3] (**Home**)

(feb 2006 / march 2006) Senior Artist & Art Pipelines (CGfx shaders, Mudbox)
Research and Development for future toolsets

Course : Anatomy Master class for Digital Artists & ZBrush
by Scott Eaton from Escape Studios, London.

24 the game [PS2] - (jul 2005 / feb 2006) Senior Artist

Marketing Materials : Chase Highres Clothes + Shaders, Michelle Highres
Clothes + Shaders, Female Hand Model, UVs + Texturing. CTU 3D Logo.

60 Cutscenes : Fixing, Lighting Characters.
Character Approval mockups, Sketches for cover artwork.
12 Floorplan's for 24's playguide. Cleaning up cutscenes for proper tool-rendering.
Various other smaller tasks.

Medievil Resurrection - Senior Character Artist

MediEvil : Resurrection [PSP] - (nov 2003 / jun 2005) Senior Artist

Modeling, texturing and skinning of 28 Characters.
Main Character Dan, Zombie Guard, Headless Zombie, Skeleton Warriors
Dragon King, Voodoo Witch, Boiler Guard, Carnival Skeletons, Dan's Army
Giant Eagle, Head Banger, Mad Axe man, Mummy, Phantom of the Opera
Skeleton Pirate Officer, Skeleton Pirate Captain, Skeleton Pirate Smuggler
Skeleton Pirate Crew, Stone Spitting Gargoyles, Zombie Stalker
Shadow Demon. Created the first versions of Al Zalam, the Pumpkin
& Forestwitch. Later on these last 3 characters were re-worked by Xavier
Mallard for cutscene purposes.

Modeling, Texturing & Lighting of one of the Levels "the Ghostship"
with all it's entities.

Visual FX coordinating & various smaller tasks.

Marketing materials. Building various High-res Characters, texturing,
lighting, posing & rendering.

Ghosthunter [PS2] - Senior Artist

Ghosthunter [PS2] - (aug / nov 2003) Senior Artist

Creating high-res images / models for Marketing & Promotional purposes.
Some High-Res models made are : The Junkyard Boss, the Electric
Guardian, Sniper Rifle, Spectral Lasso & The Grenade Launcher.
Shaders for all Characters Renders on the Ghosthunter website.
Magazine Cover Art mockups.

April 2003 - August 2003

Art Consultant, the Netherlands

Between jobs I managed to setup a small Art Consultancy dealing with building small
websites, presentations, a soccer menu and mocap tweaking for a soccer manager
game.

November 2001 - April 2003

Davilex, the Netherlands

Beachking Stuntracer [PS2/PC] - Lead Artist

Creating concept art and idea's, artistic guidelines in use of colors, shading & lighting,

Guidelines for do's and do not's.

Creating a comprehensive texture set being used throughout the game.

Scheduling the art team's workflow.

Building gameplay elements, the physics skin (St.Tropez).

US Racer [PS2] - Artwork

In between projects I was asked to bring my PS2 expertise to Davilex first ever console title 'US Racer'.

Being a conversion of it's PC version, with a lot of adjustments and finetuning bits on the graphics side. Some of the tasks I did :

Making a list of enhancements and adjustments, and gave these to the Lead Artist, who filtered these in order of priority.

Re-lighting of the Grand Canyon track.

Creating special objects for the tournament (goldcard, platinumcards, trackicons).

Building a special FX scene for Las Vegas (animated lights and billboards).

Mockup screenshots for the final cover.

SuperStreet Biker [PS2/PC] - Lead Artist

The idea was to re-use the race tracks of US Racer. So the only focus on the graphics

were new characters, and their motorbikes.

As well as minor adjustments to the race tracks.

Creating concept art and idea's, artistic guidelines for the characters and their bikes.

Scheduling the art team's workflow (which consisted of only 4 people and myself).

Building one of the bike models.

March 2002 - Freelance Title

Nixxes, the Netherlands

Legacy of Kain : Blood Omen 2 - Ingame Menu Background graphic on the [PC].

On request of Nixxes (who did the PC conversion) I created a background graphic for the menu.

February 2000 - November 2001

Squaresoft, USA

Secret of Mana & Final Fantasy 10 - Art Supervisor [PS2]

Creating Concept Backgrounds for Secret of Mana.

Modelled and textured 2 of the High Polygonal Characters for Final Fantasy 10 (Rikku and Lulu), which were used for marketing purposes.

The concept art of these two characters were created by Tetsuya Nomura.
Reviewing incoming resume's, and interviewing artists.
Testing new plugins and tools written by our R&D Departement (and external plugins).

May 1999 - February 2000

Virgin Interactive Entertainment, United Kingdom

European Super League.- Art Consultant [Dreamcast, PC , PSX & GBA]

Build 5 of the stadiums (modelled & textured). Each in 4 stages :
A Dreamcast version in 3500 Polygons with day and night textures. And the PSX version in 1500 polygons, also with two set of textures.
Marseille's 'Olympique de Marseille', Benfica's 'Estadio da Luz'
ACMilan/InterMilan's 'San Siro' & Liverpools' Anfield.
Build the Logo Badges from all the clubs, which were used for the intro movie.

May 1996 - May 1999

Eidos Interactive, United Kingdom

Plague [PC] (released as Warrior Kings) - Senior Artist since August 1996.

Interface Concept Design, and building the interface (& icons). As this is an RTS title, with a lot of options it was necessary to keep the interface compact and user friendly.
Building Construction Models in 6 different stages (In progress, burned, full, destroyed, etc). Roughly about 120 different type of building structures.
A lot of Background Art, Logo's, and time went into making demo's for each tradeshow (ECTS, CES).

Deathtrap Dungeon - Border-design and weapons for the bestiary booklet.

Painted the weapons and the border for Deathtrap Dungeon's manual.

Firewings (Nokemono) - Lead Artist - shoot'em-up [PSX].

Responsible for a total redesign of this shoot'em-up. Which was under development more than a year. Restructuring the Art team (5 people in total).
Concept Art for enemy vessels, and backgrounds.
Building new main ships, and backgrounds.
Most of this project was 'pixeled' artwork, with combinations of simple lowpolygonal models. (except for the intro, which was done in Alias Wavefront).

Apr 1992 - May 1996

Zephyr Studio, the Netherlands.

Self-employed. Working close together with 3 other established high-qualified artists in a beautiful advertising/art studio in Eindhoven.

Brief, incomplete list of projects I worked on during these 4 years :

Disney : Concept Sketches and Backgrounds for the Full Length Movie Pocahontas.
Campina : Concept Packaging for their milkproducts.
Philips : Windows Screensaver 'the road to success'
Philips : 3D Animation from it's Stand on the CeBIT Show , Germany.
Philips : Stills for the Championsleague Promotion.
Philips : Ingame Graphics for Steel Machine [CDi]
Philips : Gamegraphics for Uncover Tatjana [CDi]
Philips : Background Graphics for the Apprentice [CDi]
Philips : Conceptual artwork for the Apprentice 2 [CDi]
Philips : 2D Animation 'Tuby'.
Philips : 2D Animation 'Workflow'
ABN AMRO : Freedom, the Future. Customer Show animation and stills. [CDi]
KNVB : Animations for the Dutch National Soccer Association's Logo 'Dutchy'.
Falco & Donjon - the Sword of Inoxybur - Gamegraphics & Concepts.
Clinacox (Pharmaceutical products) Belgium: 2D computer animation for video.
Spirilon, a horizontal shoo'em-up for the Amiga 1200.

Jun 1991 - Feb 1992

Worked in a computer shop 'Computer Connection' in the Netherlands as salesperson.

Oktober 1987 - Jun 1991

Various company's. An era where Pixels ruled the universe on 8bit & 16bit platforms. (Atari 8bit, C64, Super Nintendo, Amiga & Atari ST)

Additional Freelance Work (present) :

Client : Teamplay2 for KNVB & Super de Boer / Project : Superkicks
Interface Buttons, supervising intro animation, character models, mocap implementation.
Client : Teamplay2 for Barclays Bank PLC / Project : Football Manager [PC]
Interface Design (Layout, buttons, 3D backgrounds) Mocap work.
Client : 4Leaf / Project : 3D Leader Animations.
Client : ACA B.V. / Project : Logo Designs, Icons for PoS products & more
Client : Martin McKenna / Project : Fighting Fantasy Books Logo.
Client : Davilex Business / Project : Icons & Agent animations.
Client : H.R. St.Gertrudis / Project : a St.Gertrudis Portrait.
Client : Bouwtech B.V. / Project : 3D Visualization of the Building
Constructions.
Client : Martin McKenna for Myriador / Project : Bookcover Layout for the
new series from Ian Livingstone's Fighting Fantasy.

Websites :

www.svgarde.net

www.tbl.org
www.psp-services.nl
www.bentleyopticiens.com
www.eliens.nl
www.enjoyfitness.nl (intro)
www.we-iron.co.uk
www.angelobod.com
www.ortonlonguevilleplaygroup.co.uk

Became a Chapter Advisor for the IGDA Amsterdam Chapter in 2001.

Various projects from 1984 to present :

Astral Blur 1996 The Black Lotus [PC]
Fashion 1995 Logic Design [PC]
Spaceman 1995 Reality/Axis [Amiga]
Fairytale Slideshow 1995 Axis [Amiga]
Time & Emotion 1995 Axis [Amiga]
Picture Book 1994 Axis [Amiga]
Justice (3D Texture mapped shooter) 1994 [Amiga]
Chip! 1994 Axis [Amiga]
Big Time Sensuality 1993 Axis [Amiga]
Numb 1993 Movement [Amiga]
Chip Composer 1993 Sentry [Atari ST]
Combat (strategy game) 1992 [Atari ST]
STabloid 1990 Atari Disk Magazine [Atari ST]
Tubix (Puzzlegame) 1990 Atari ST
Fish'n Chips Demo 1989 Sewer Software [Atari ST]
Sewer Doc Discs Artwork 1988/1991 Sewer Software [Atari ST]

Technical Summary :

Most of the conventional art styles.
Adobe Photoshop - Since 1995.
Alias Wavefront Maya - Since 2003 (main package)
ZBrush - since 2005.
Newtek Lightwave - Since the early 90s on the Amiga.
3DSMax - Since 1999, but not used since 2001
Promotion - As a replacement Pixel package of Brilliance
Macromedia Flash - Since 2000.
HTML
NDL Netimmerse (3D Engine) [PS2/PC/GC]

References :

Contact details on request :

Steve Martin
Producer - Rockstar Vancouver, Canada

Rob Hill

Lead Artist - SCEE Cambridge, UK

Danny Geurtsen
Senior Digital Artist - Framestore CFC, UK

Martin McKenna
Art Consultant, UK

Digital Fantasy Painting Workshop by Martin McKenna.
Gameart by Dave Morris & Leo Hartas.
Final Fantasy X - Memorial Album.
1000 Game Heroes by David Choquet.