

# RACHAEL HOSKING

## MODELLER & ILLUSTRATOR

### CURRICULUM VITAE

#### PERSONAL STATEMENT



Since graduating with an Animation degree in 2002, I've been fortunate to be involved in a diverse range of 2D and 3D art and animation projects. I have gained invaluable experience through my freelance work designing, modelling and animating high quality animations and illustrations for television, advertising, billboards, Promotional Materials, online animations, training videos, educational campaigns and many others. I also edit and composite using After Effects to fine tune sequences to add a professional polish to all my final animations and Artwork. Before transferring my skills to CG I worked as a traditional 2D illustrator and sculptor for film and television with renowned puppet makers Mackinnon and Saunders, working on projects such as The Corpse Bride, Bob the Builder and Pingu. My extremely varied years within the industry have given me a broad understanding of a wide range of software and the techniques required to use them productively. My work benefits from the fact that I enjoy it immensely, and because I possess a commitment to achieving the highest quality final result while striving to develop my artistic ability and software knowledge.

### SOFTWARE KNOWLEDGE

#### 3D

Autodesk Maya  
Autodesk Mudbox  
Pixologic ZBrush

#### DESIGN & WEB

Adobe Photoshop  
Adobe Illustrator  
Adobe Dreamweaver

#### EDITING & COMPOSITING

Adobe After Effects  
Adobe Premiere  
Sony Sound Forge

### WORK EXAMPLES

