

wayne taylor

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01.2008 - Present

FREELANCE ARTIST / SCULPTOR

In January of 2008 I established WAYNE TAYLOR DESIGN as a freelance Character Design and Sculpting Service. Current and recent clients include Bad Taste Bears, Weenicons and Border Fine Arts.

I host the Process and Resource Blog 'digitalWAX' and run my own website:

<http://digitalwax.squarespace.com/digitalwax/>

12.2007 - 02.2008

STUDY: DIGITAL SCULPTURE

CG Society Workshop: 'Sculpting Digital Characters' Online Course

Advanced Online digital sculpting workshop in character creation for production, using ZBrush 3.1/ Maya. Mentored in digital sculpting techniques, texturing and retopology with heavy emphasis on anatomy and structure. <http://workshops.cgsociety.org/courses/000055/>

07.1999 - 12.2007

SCULPTING STUDIO MANAGER

Piranha Studios www.piranhastudios.com

Character Based Product Sculpting

A Key Managerial position was held to manage a team of sculptors, painters and model makers to develop client commissions and in-house products for national exhibitions and worldwide Markets. Responsibilities include; the sculpting of high quality detailed figurines, Scheduling priorities and timescales to coincide with production and marketing, Communication with offices and factories in Hong Kong and Shenzhen, China.

Character Design and Development

From concept to finished artwork I solely created the character brand 'Miserable Kid'. Launched as a graphics heavy fashion stationery and gift product.

09.2006 - 08.2007

MASTERS DEGREE: ILLUSTRATION

ILDMA Illustration & Design, Sunderland University.

First year of a two year, Part-Time, Master's Degree conducting research into design archetypes.

01.1998- 07.1999

SCULPTOR

Prelude Worldwide

Sculpting in modelling wax to produced highly finished/accurate, licensed character based products. Gained approvals from clients including Disney (Winnie the Poo / Mickey Mouse), Warner Bros (Scooby Doo / Taz), Nickelodeon (Rugrats), Santoro (Bang on the Door , Spaceman) and other major character licensors.

Mould making, casting and figurine painting were also routine.

12.1996 - 01.1998

SCULPTOR

Castle Crafts

More of a 'moonshine operation' than a actual job but an excellent learning experience.

I Worked as part of a three man team designing and producing models from the shed.

09.1996 - 07.1997

STUDY: COLOUR THEORY

O.C.A. (Painting 1) Open University Qualification

Advanced Colour theory and Painting a variety of subjects in acrylics.

1995 - 1996

STUDY: COMPUTER BASICS

MARI Computer Training, Alnwick

NVQ Level 2. Information Technology (Basic Windows, Word Processing & Spreadsheets)

1996 - 2001

OTHER FREELANCE WORK:

- Character designs for William Lowery's 'Funny Farm' range of collectable anthropomorphic figurines. <http://www.bongeye.com/pages/gallery.php>
- Sculpting of Warner Bros. figurines (Scooby Doo / Tom & Jerry) for Wedgwood PLC's porcelain collection.
- Illustrations for articles, adverts and poetry in local monthly 'The Reiver'.
- Artwork for for Ushna's album Once Brewed.

1992 - 2007

OTHER STUDIES

Other classes and minor qualifications include: Life drawing, landscape painting, wildlife illustration, printmaking (screen printing) and bronze casting.

1988 - 1991

NATIONAL DIPLOMA: GRAPHIC DESIGN

Northumberland College of Arts & Technology

The foundation of the design process from thumbnails to print-ready artwork. Illustration, typography, graphics, corporate identity and advertising.

A Levels

Fine Art (B)

GCSE's

Art History (C), Photography (C)

1985 - 1988

SCHOOL

Duchess' High School. Alnwick.

GCSE's

English Language (C), English Literature (C), Art (B), Math's (C), Design/Communication (C)

PERSONAL INFORMATION

INTERESTS

I love art in all its forms and dimensions, from traditional disciplines; drawing, painting and sculpture to modern media; computer graphics and digital imaging.

I love books. I am an avid reader of all subjects including art, history, mythology and philosophy as well as pulp fiction and graphic novels.

I love Paris, New York, The Lake District, Live Music, mp3s, World Cinema and Chinese food.

I believe in myself.

PEOPLE SKILLS

I have managed sculptors, painters and model makers and worked alongside Senior Management and Directors.

I am very familiar with the approvals system and meeting with clients and artists.

I have travelled to and worked alongside clients in Hong Kong and Shenzhen, China.

MEDIA

I am highly skilled at traditional Modelling/Sculpting techniques, Mould making, Casting and Painting. Traditional Drawing and digital illustration (Wacom Tablet).

I have in-depth understanding of anatomy and good knowledge of Colour.

I am also growing increasingly competent with my Canon 300D SLR camera.

SOFTWARE PROFICIENCIES

Adobe's CS4: Photoshop, Illustrator and InDesign. Zbrush 3.1, Word, Excel, Maya (Still Learning).

ADDITIONAL INFORMATION

DOB:

18 November 1971

Marital Status:

Living with Partner.

Driving License:

Full

REFERENCES

For full Referee details or any further information contact waynetaylor1971@hotmail.com

Kind Regards,

Wayne Taylor

