

TYLER POPE

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I have 5+ years experience using industry-standard 3D modelling and design software including Maya, Substance Painter, Blender and Unreal. I also have almost 5 years of experience in photogrammetry, and am confident using multi-camera rigs and RealityCapture.

PROFESSIONAL EXPERIENCE

- **Senior Capture Technician** - Clear Angle Studios - 2023 - Present

At Clear Angle Studios we use photogrammetry to scan talent and props for upcoming Film, TV & Game releases. During a typical day on-production I am responsible for the setup, shoot and maintenance of our multi-camera full body character scanning systems; prop systems; and the handling, organising and logging of shoot data. When needed, I also have the ability to assist the processing team with creating 3D models from scanned assets. As a senior technician I now adopt a lead role and can communicate with production coordinators whilst on-set.

- **Capture Technician** - Clear Angle Studios - 2022 - 2023
- **Capture Assistant** - Clear Angle Studios - 2021 - 2022
- **Machine Assistant** - Real Digital International - 2019 - 2021
- **Sales Assistant** - Sports Direct - 2016 - 2019

EDUCATION

- **BSc(Hons) Computer Graphics Technology - 1st Class**

Modules: Games Creation, Modelling & Animation, VFX, Digital Motion Graphics and Compositing.

- **A-Levels - Distinction***

Subjects: Information & Communications and Creative Media

TECHNICAL SKILLS

- Full body and FACS capture.
- Prop scanning using manual and automatic capture systems, including FaroArm equipment.
- Hard surface modelling and texturing.
- Environment and level design.
- Understanding of VFX pipeline workflows.
- Daily on-production physical and technical maintenance and admin.