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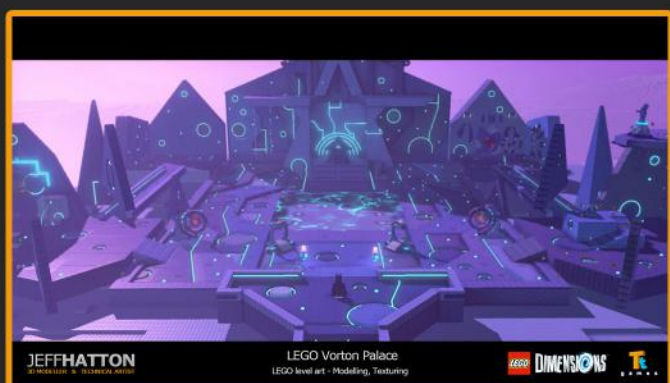
## Showreel Breakdown

### "Joker Robot" - Senior LEGO Model Technical Artist LEGO Dimensions, Traveller's Tales

The Joker Robot was one of the main bosses during the gameplay storyline for both LEGO dimensions, and also LEGO Batman 2, where it was originally featured. I completed all of the modelling, texturing and setup for this character, based of a LEGO design by the LEGO artist.

Also creating a variety of MEL scripts to aid workflow.  
I was also the 'Point of Contact' for our team during the development of this project.

Maya, Photoshop, Xnormal, Inhouse Tools + Engine



### "Vorton Palace" - Senior LEGO Model Technical Artist LEGO Dimensions, Traveller's Tales

Vorton Palace was LEGO style level art completed for the Dimensions project. It is the self-building palace of the main villian 'Lord Vorton'.

This level was featured in two levels of the game in it's two different forms: 'Foundation Prime' and 'Final Dimension'.

I was responsible for the modelling, texturing and ingame setup, working with multiple other departments in the process.

Maya, Photoshop, Xnormal, Inhouse Tools + Engine

### "Staypuft" - Senior LEGO Model Technical Artist LEGO Dimensions (Ghostbusters DLC), Traveller's Tales

Another Large scale LEGO boss character that I created, this time for the Ghostbusters DLC pack.

This character was featured in cutscenes and ingame, so had multiple face swap expressions, plus various stages of visual burning damage. I again was responsible for all of the modelling, texturing and ingame setup work for this character, again based of a built LEGO design from the LEGO artist.

Maya, Photoshop, Xnormal, Inhouse Tools + Engine

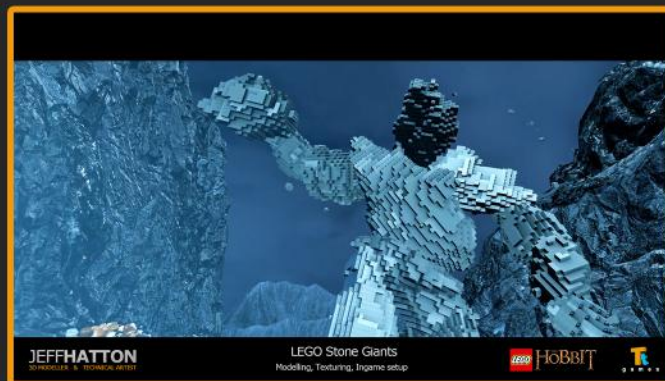


## "Stone Giants" - LEGO Model Artist LEGO The Hobbit, Traveller's Tales

I was responsible for the modelling and texturing of the huge characters that also became the environment the gameplay took place upon, with bricks and textures that loaded with custom mip-maps to give a true-scale LEGO transition as the camera got closer or further away.

During my time of this project, I began getting interested in MEL scripting, and began creating a set of simple tools that began speeding up easy repetitive tasks in team workflow.

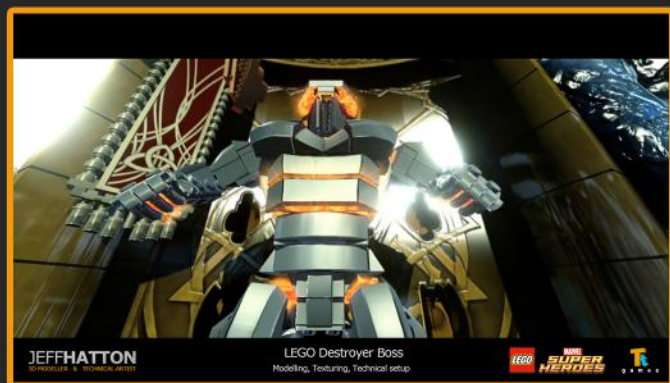
Maya, Photoshop, Xnormal, Inhouse Tools + Engine



## "The Destroyer" - LEGO Model Artist LEGO Marvel Super Heroes, Traveller's Tales

The destroyer character, from Marvel's Thor recreated in a LEGO style. I was responsible for the modelling and texturing for this model. Design by the LEGO artist

Maya, Photoshop, Xnormal, Inhouse Tools + Engine



## Korg Volca FM Personal Project

A short project, done over a weekend as a personal piece, mainly to learn some substance painter. Model is of the small portable Korg Volca FM synthesizer. Highpoly was modelled first in maya, followed by a lowpoly object. All materials and baking, plus rendering completed in Substance Painter 2 with some photoshop work for texture work and masks.

1.7k tri, 2k textures

Maya, Photoshop, Substance Painter 2

