

CONTACT INFORMATION

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PERSONAL INFORMATION

DOB: 12 Sep. 1992

Nationality: Australian/English

Gender: Male

EMPLOYMENT HISTORY

Oct. 2025 - Present, DNEG, United Kingdom

Senior/Lead Environment Generalist TD

As an Environment Generalist TD at Dneg, I am providing a 3D Generalist skill set, covering a number of disciplines related to environment work. In addition to this, I am also acting as a lead, supporting other artists and helping to improve workflows to best optimize our work. As the shows I'm working on are yet to be released, more specific details are pending.

Apr. 2025 - Oct. 2025, Outpost VFX, United Kingdom

Senior Environment TD

As a Senior Environment TD at Outpost, I provided a 3D Generalist skill set covering a number of disciplines related to environment work. Some of those tasks include the following:

- For 'The Family Plan 2', quasi-DMP work that tasked us with the conversion of a street into one that has been hit by significant snow cover, involving the projection of snow elements on a tracked 2D Plate.
- Extensive SpeedTree work on the Bridgerton House forecourt for 'Bridgerton,' matching on-set Photography to create an accurate and realistic digital double, ready for render. Additional lighting and set extension was also performed.
- Asset Migration, Setup and Set Dressing for 'The Dog Stars', optimized shot specific angles.

Jan. 2025 - Mar. 2025, Framestore, United Kingdom

Senior Environment TD

As a Senior Environment TD at Framestore, I provided a 3D Generalist skill set covering a number of disciplines related to environment work.

- Development and implementation of a Moss Scatter system for a large Icelandic-inspired environment for How To Train Your Dragon.
- Asset Sculpting work to further enhance and bring to life a large scale environment.
- Additional Lighting to meet the demands of both the Client and in-house Supervisors.

Apr. 2024 - Dec. 2024, Blink Industries, United Kingdom

CG Generalist

As a CG Generalist at Blink Industries, I provided a broad Generalist skill set in the context of a 2D/3D hybrid show. Listed below is a selection of those skills:

- Extensive Asset work on for a number of Locations and Props for 'The Sunnyridge 3'.
- Asset Modelling, Texturing, Lookdev, Lighting, Layout in addition to Shot Work including Lighting and Pre-Comp.
- The utilization of programs such as Maya, Substance Painter and After Effects to actualise the creation and completion of multiple complex digital environments.
- Extensive TD support and QC to ensure that other artists across Layout, Assets and Lighting are able to work with as minimal downtime as possible, whilst also serving as a bridge between all departments to ensure that everything is operating smoothly.

Feb. 2023 - Apr. 2024, DNEG, United Kingdom

Environment Generalist TD

As an Environment Generalist TD at Dneg, I provided a 3D Generalist skill set, covering a number of disciplines related to environment work.

- Extensive environment work on 'Fast and The Furious 10', 'Coyote V. Acme', 'Here', 'The Gorge' and 'Godpower'.
- Asset Modelling, Sculpting, Texturing, Lookdev, Lighting and Pipeline Process Development across multiple shows.
- The utilization of programs such as zBrush, Maya, Houdini, Substance Painter and Clarisse to actualise the creation and completion of multiple complex digital environments.
- Pipeline documentation and additional workflow development exploring Dneg's brand new USD based pipeline.

Jul. 2021 - Feb. 2023, MPC Film, United Kingdom

Key Environment TD

As an Environment TD at MPC Film, I provided a 3D Generalist skill set, covering a number of disciplines related to environment work.

- Extensive environment work across a number of completely digital environments, including the Sunken Citadel, Kingfish Lair and Ocean Travel sequences.
- Early layout development and assistance, set design, dressing and scattering, asset ingestion and leadership responsibilities including the delegation and support roles across multiple tasks.

Sep. 2020 - June 2021, Red Star 3D, United Kingdom

Environment Modeller

As an Environment Modeller at Red Star 3D, I provide a 3D Modelling and Generalist skill set, to coincide with my Feature Animated Film debut. Listed below are a selection of those.

- Extensive modelling work on the Feature Animation 'The Amazing Maurice'.
- Prop modelling, including items both hard surface and organic. Items such as utensils, furniture, vegetables, plants, trees and more.
- Set modelling, both man-made houses, streets and organic landscapes including forests and cliffs.
- Set dressing and scattering, most involving forest and outdoor sets.

Apr. 2019 - Aug. 2020 Framestore, United Kingdom

Environment TD

As an Environment TD at Framestore, I provided a 3D Generalist skill set, covering a number of disciplines related to environment work. Listed below is a selection of those.

- Extensive use of a broad skill set on films such as Hobbs & Shaw, Wonder Woman 2, The King's Man, No Time To Die and A Boy Called Christmas.
- The application of the following disciplines to carry a shot from beginning to end: Lookdev, Lighting, Modelling, Rendering, Tracking, Compositing, Set Dressing and Scattering.
- Programs include proprietary in-house software such as FLight, in addition to staples such as Maya, Houdini, Zbrush, Nuke and Photoscan.

Apr. 2018 - Apr. 2019, MPC Film, United Kingdom

Environment TD

As an Environment TD at MPC Film, I provided a 3D Generalist skill set, covering a number of disciplines related to environment work. Listed below is a selection of those.

- Worked extensively on over 17 unique environments culminating in over 100 shots across The Lion King and Detective Pikachu.
- Sculpting of Environment Assets including Rocks for Scatter and Set Dressing, in addition to Animation Surfaces and Terrain. This included the process of preparing these

models for render, from prepping LODs, through to utilizing normal maps and displacement to achieve an accurate render in Katana.

- Utilizing in-house tools within the Houdini interface to Scatter assets over large amounts of terrain, optimizing particle packages and the like to assist in a smooth pipeline workflow.
- Referencing concept art and taking direction from Leads and Clients to achieve the best look for set finals via Set Dressing, utilizing a hybrid of Houdini and Maya to achieve optimal results.
- Assisting in the Layout of shots added towards the tail end of production.
- Providing work on Design Stills for the client to further illustrate our vision of the show, and better inform them of what the shot can look like.
- Successfully integrating CG Environments with Plates, working together with vendors outside of the country.

Feb. 2015 - Mar. 2018, Rotor Studios, Australia

3D Artist/Generalist

As a 3D Artist at Rotor Studios, I provided a 3D Generalist skill set, covering a large amount of disciplines. Listed below is a selection of those.

- Environment Modelling for high quality CGI TVC's and real-time VR experiences. This includes both Hard Surface and Organic modelling, depending on the type of environment required.
- Animation of Cartoon Characters, Camera Lensing and Movement in addition to Vehicle Animation Sims utilizing CRAFT rigs.
- Rigging for Characters, Miscellaneous Products and Vehicles.
- Asset Modelling such as missing CAD components, both hard and soft surface, as well as Character Modelling for commercial pitches.
- Lighting and Rendering using both Arnold and Octane Renderers for TVCs and Stills.
- Asset Prep, including Texturing and Shading for Environments, Characters, Vehicles and miscellaneous Products, utilizing not only Arnold and Octane pipelines, but also real-time Unreal executions.
- Using Photoscan technology to generate real world assets in 3D, including retopology and texturing.
- Pipeline Development investigating optimal avenues for new ventures, such as the development of a Photoscan pipeline and cloth dynamics utilizing Marvelous Designer.
- Compositing for Stills and Web Content videos, utilizing programs such as After Effects and Nuke.

PROFESSIONAL SKILL SET

As a 3D Generalist, I am competent in a large variety of disciplines. Those that I am not familiar with I quickly pickup and utilise to the best of my ability at a professional standard. Below is a brief list of such skills:

- Maya - Modelling, Animation, Rigging, Texturing/Shading, Lighting and Rendering (Arnold + Octane).
- zBrush - Sculpting and Texture Painting.
- Houdini - Procedural workflows including but not limited to Scattering, Procedural Environment Modelling and Workflow Development..
- Clarisse - Rendering, Lookdev and Lighting.
- Photoshop - Texture Painting, Compositing and Image Manipulation.
- After Effects - Compositing.
- Nuke - Compositing.
- Agisoft Photoscan - Photo Scanning for Asset Generation.

PRODUCTION CREDITS

- How To Train Your Dragon (202X)
- The Sunnyridge 3 (202X)
- Godpower (202X)
- The Gorge (2025)
- Here (2024)
- Coyote V. Acme (202X)
- Aquaman 2 (2023)
- Fast X (2023)
- The Amazing Maurice (2022)
- A Boy Called Christmas (2021)
- No Time To Die (2021)
- The Suicide Squad (2021)
- The King's Man (2021)
- Wonder Woman 1984 (2020)
- Hobbs and Shaw (2019)
- The Lion King (2019)
- Detective Pikachu (2019)
- Various TVCs for clients such as Toyota and Lincoln (2015-2018)

EDUCATION

2012 - 2014, Bachelor of Digital Media, UNSW, Australia (Graduation held in 2015)

- Completed Bachelor's Degree, with an education covering a broad spectrum of Digital Media pipelines. This includes 3D Modelling, 3D Animation, Lighting, Photography, Film, Compositing, Character Development and Design.

2014, Create 3D Characters: Character Modelling and Animation, Private Institution, Australia

- Taken as a supplementary course to my Bachelor, industry veteran Andrew Silke (Gravity, Avatar, Happy Feet 2, Harry Potter 7) provided me with one-on-one tutoring focusing on 3D Character Creation and Animation. Under his supervision, I created my short Animation 'Oleander & Mac' for my Digital Media major work. This short awarded me my job at Rotor Studios for excellence in Modelling.

2011, Bachelor of Fine Arts, UNSW, Australia

- Completed the first year of the Bachelor's Degree, before transitioning into Digital Media. Over the course of this year I was taught in detail Analogue and Digital Photography, in addition to Film.

AWARDS

- Aug. 2017, Toyota Camry Global Launch Video - Gold Award for Web Viral, AEAFF
- Dec. 2016, Toyota Prius Global Launch Video - Visionary Award, Summit International Awards
- Nov. 2016, Toyota Dream Car Video - Silver Award for Film/Video, Davey Awards
- Nov. 2016, Toyota Prius Global Launch Video - Gold Award for Film/Video Animation, Davey Awards
- Jun. 2016, Toyota Prius Global Launch Video - Gold Award for Web Viral, AEAFF
- Nov. 2014, Oleander & Mac, 3D CGI Modelling Award, UNSW