

Your One Stop Magazine For Everything Digital

The Reader Will

Cover Shot By,
Neil Blevins
Checkout his interview
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**The Total
Digital
Magazine**

3d Interview

Please start out by giving your name, location and contact details

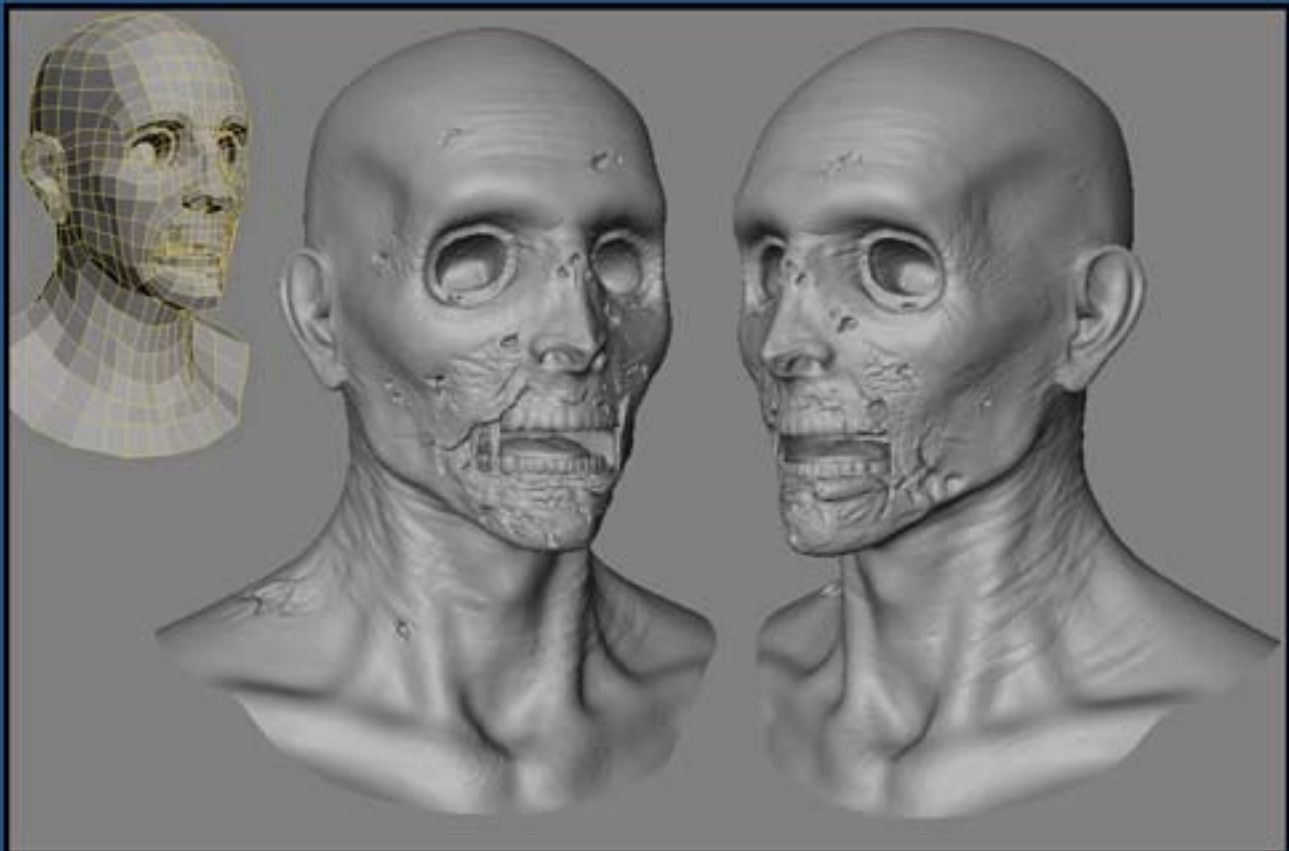
My name is Nicolas Collings, I'm 23 and I'm currently living in Belgium.
Email: ncollings1@hotmail.com // website: <http://sillord.free.fr>

How did you get into the Digital World, what got you started?

Well, I started computer graphics study in 2002 here in Belgium. I really didn't know exactly what it was about; I just knew that I liked computers and arts. After a few weeks, I felt a true interest in 3d Modelling and after a few months, character modelling became a passion. During my last year of study in 2005, I made a 4 months internship in character modelling at "Oniria Pictures" (www.oniriapictures.com), it's an award winning animated studio based in Luxembourg. It was my first step in the digital world industry.

What is it about 3d graphics that makes you keep doing it every day?

I am fan of character modelling. You always have something to learn about it: anatomy, clothes, hair and fur, mechanical stuff, etc... You never stop improving your skills in organic modelling. Practicing, training, learning, sharing with other fans & artists is a daily exciting reality.



3d Interview

Where are you currently working and how is the work environment?

Actually I do freelance work for now, so my work environment is my home. I do mainly character modelling and texturing.

What or who is your greatest inspiration?

Inspiration comes from everywhere. (The Internet, movie, nature, animals, etc...). I also learn a lot from the other artist's work. These days, the concept designer who inspires me the most is Miles Teves, www.milesteves.com

Do you have much time to produce your own work other than what your Boss wants?

When I was in production, I didn't really have the time to do personal work at home. But I am in-between jobs since some months, so I had a lot of time to work on my demoreel and finalize it. By the way, you can see it on my website, <http://sillord.free.fr> .

Do you have any advice, or tools / plug ins that you think our readers could benefit from?



Any advice... Well the best advice I can give is to continuously practice and never give up. Observation and practice is key. For the 3ds max users, I really recommend Polyboost. It's a plug-in that all max users should have in their tool set. For any information about this plug in go to www.polyboost.com



3d Interview

Do you plan any career changes soon?

Until now, I worked in the 3d animated field and I d' like to develop my career orientation by entering the video game industry.

