



// Self-Taught

// Remigiusz Zablotny

// 3D Artist

## // Bio

I am from Poland and moved to the UK in 2013. I am a 3D artist, working mostly on animations.

### // Tell us about your role

My role includes creating 3D animations and still images in 3ds Max, setting / building up scenes, setting lighting and textures, animating cameras, rendering, and compositing in After Effects.

### // Why did you choose the industry?

I enjoyed creating epic animations, motion graphics and imagery, and improving quality. This role gives me the opportunity to do just that.

### // How did you get into this industry?

Long ago I brought a computer magazine. It came with a Cinema 4D trial version. I started learning it and realised I loved it! So I stuck to it.

15 years or so of learning later and I got the job at Bloc after seeing the posting on social media.

### // How could others follow your route to industry?

Definitely some kind of artistic flair is needed. I used to draw. You also need a fair understanding of computers and graphics software.

### // Top Tip

Reference is king – always have some kind of example of what you trying to achieve. Also keep your projects organized (including folders as well as structure inside your project/scene files).

### // Are there any sources of information you would recommend?

**CGSociety** – great place for top quality 3D and 2D work.

YouTube/Vimeo tutorials are crucial to learn the craft.

Instagram, Facebook and Behance – perfect sources of inspiration and ideas.

