

# Sommet du jeu de Montréal



## **Senior Artistic Technical Director**

### **[Artificial Mind and Movement](#)**

David Lightbown has been working professionally in computer graphics since 1997. With over 3 years experience in the video games industry, he has most recently worked on titles for Playstation 2 and Xbox, using a variety of 3D software packages in a production environment. He is also a freelance writer for CG Channel and has participated in several beta software testing programs for Discreet and nVidia. Having previously worked his way up to Lead Technical Artist at DC Studios, he currently holds the title of Senior Artistic Technical Director at Artificial Mind and Movement in Montreal, Canada.

## **Advanced Modeling and Mapping**

This presentation will discuss several different advanced modeling and mapping techniques, going beyond the standard methodology. In addition, a variety of topics related to 3D asset creation will be examined to help improve overall speed and quality in production. Although this presentation is intended for artists with a medium to advanced level of experience, all are welcome to attend.

