



Skywind Application

TESRenewal Username: Ainur

Country of Residence: New Zealand

Timezone: UTC +12 (NZ Time)

Interested in: 3D Modelling,Coding/Scripting/Mechanics,Landscaping

Level of Commitment: Somewhat active

Skills and Experience: Around 2003 I made a big landscape Mod for Morrowind, featuring the entire area of Isengard from The Lord of the Rings trilogy, with the Tower of Orthanc in the Middle, and some weapons and armor from the films.

It started with only using construction-set assets, but then I started doing 3D modeling and texturing, so I added the sword and helmet of Elendil, and an Uruk Hai scimitar. I then started modeling the tower itself, but never got around to finishing it.. (only the bottom 3rd of it ever got completed). I did make a turntable render of it in Maya, which you can watch here: <https://www.youtube.com/watch?v=-XRy3uoUKa8>

The texturing is a bit shit, because I was just starting-off learning the craft as I go by myself, with no formal training.

I also got the tower-model into the game-mod, but never released a version of it with the unfinished tower (but screenshots links are provided in this form). I was always wanting to finish it, but the view-distance restrictions in the Morrowind game-engine were so short, that it couldn't even be seen in it's entirety anyways, being so tall, so I kinda gave-up at the time - waiting for a better game-engine in the future...

The Mod did gain quite an audience, and I was getting monthly thankful-emails about it for many years after. It was featured once in a GameSpy article. It had a quest, with some scripting in it, and a custom audio-file for Saruman I made from the first-film.

But that's all 'history' by now...

Since then, I've worked in the CG industry for about a decade now, mainly doing scripting and pipeline work, but also rendering and shading at times, as well as some technical supervisory roles.

I have recently started working as a senior pipeline-developer at Weta Digital in the creatures-department, working on Spielberg's up-coming film Big Friendly Giant, The Jungle Book, and soon the sequels to Avatar.

Further info on my work-experience is available on my linked-in profile:
<https://il.linkedin.com/in/arnonmarcus>

Proof of Skill(s):

<http://forums.nexusmods.com/index.php?/topic/2472-isengard-mod-v13/>

Proof of Skill(s): <http://stage.co.il/s/342438>

Proof of Skill(s): <http://stage.co.il/s/311561>

