

Recent Achievements

Graphic Design

Graphic Design Diploma, Hornsby TAFE, 2015
4 Distinctions and 2 Credits

Art

Highly Commended, Works on Paper, Category 3,
Gosford Regional Show, May 2015

Solo Exhibition,
The Community Gallery, Gosford Regional Gallery,
Aug 2015

Illustration

Highly Commended,
Aspiring category for Illustration,
CYA Conference, Jul 2016

Merit,
Diploma in Children's Book Illustration,
London Art College 2017

Memberships

SCBWI, AGDA, Illustrators Australia

Contact

cavanaghcreative@gmail.com

au.linkedin.com/in/vincentcavanagh/

[@VJCavanagh](https://www.instagram.com/VJCavanagh)

Blog: www.cavanaghart.com/blog

Umina Beach, NSW 2257

Mobile 0466 917 089

ABN 80 067 382 437



Welcome to my Cinema 4D portfolio.

Imagination, story, colour and especially humour are the things that motivate me.

Hornsby TAFE introduced me to Cinema 4D and I have been tinkering with it ever since.

I like building stuff, and Cinema 4D is the logical progression from Lego and Meccano for a creative person.

8 times a year I email a newsletter containing news about my recent work and activities.

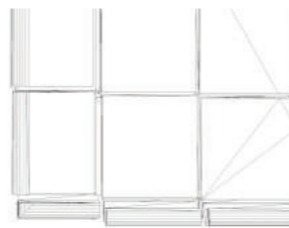
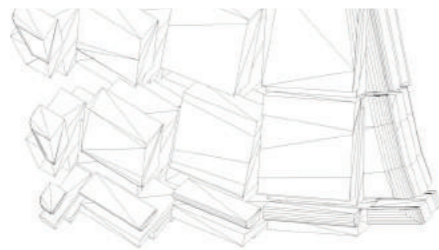
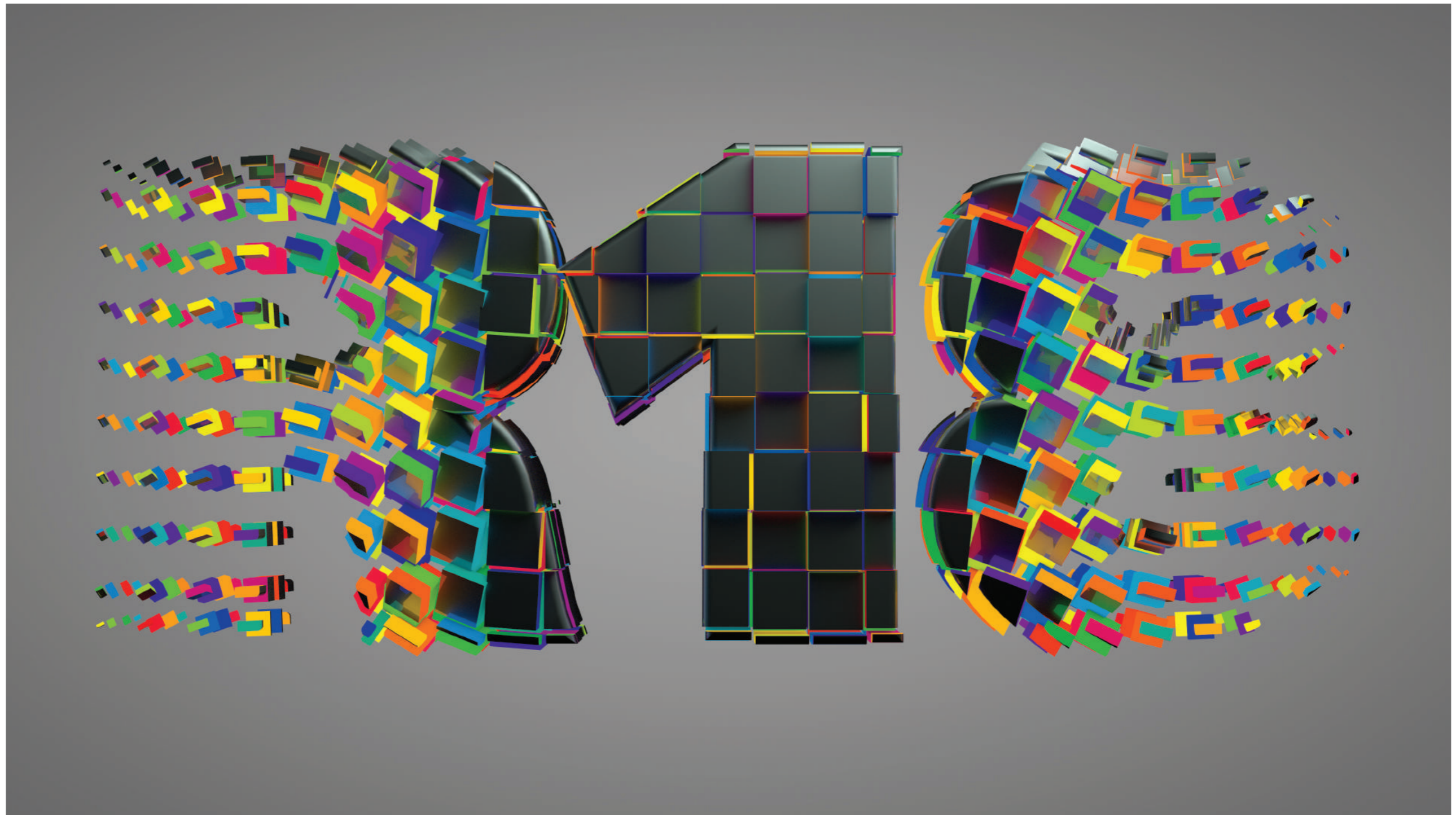
The next ones are due early March, mid April, and early June 2017.

If you would like to be on the mailing list, send me a name and an email address.

Vincent Cavanagh

www.CavanaghArt.com

Lines that Live



R18

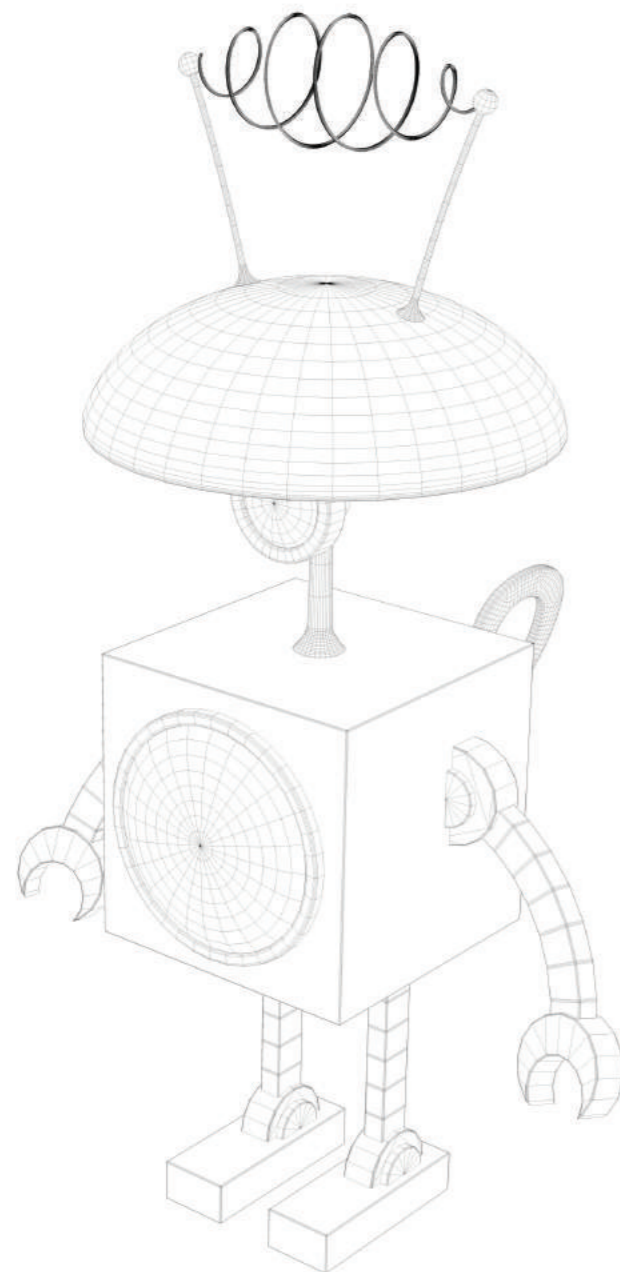
Fracturing was a new feature released by Maxon Cinema 4D in 2016, version R18.

This was a combined experiment with the new feature and with the Variation Shader for the rainbow colour effect released in R17.



Dr. Strange Inspired

The movie, 'Doctor Strange', with its amazing kaleidoscopic effects had me trying to replicate that sense of 'M. C. Escher reality in motion' as soon as I got home from seeing it on the big screen in Cinema 4D.



Clockbot

Resulted from my desire to take a 2D sketch and see how far I could take it in 3D.

In particular I wanted to experiment with various metal and brushed metal (Anisotropic) effects.

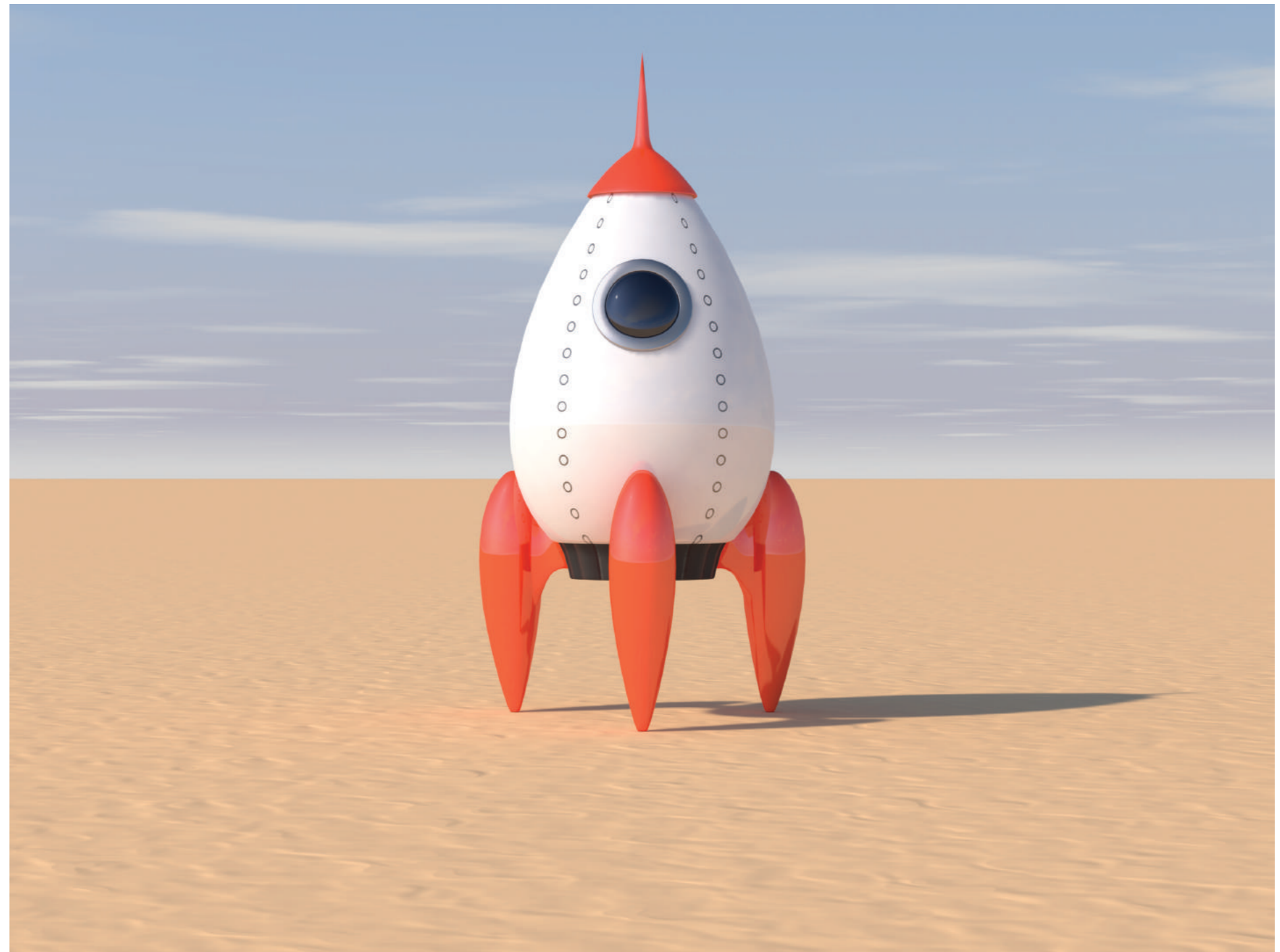
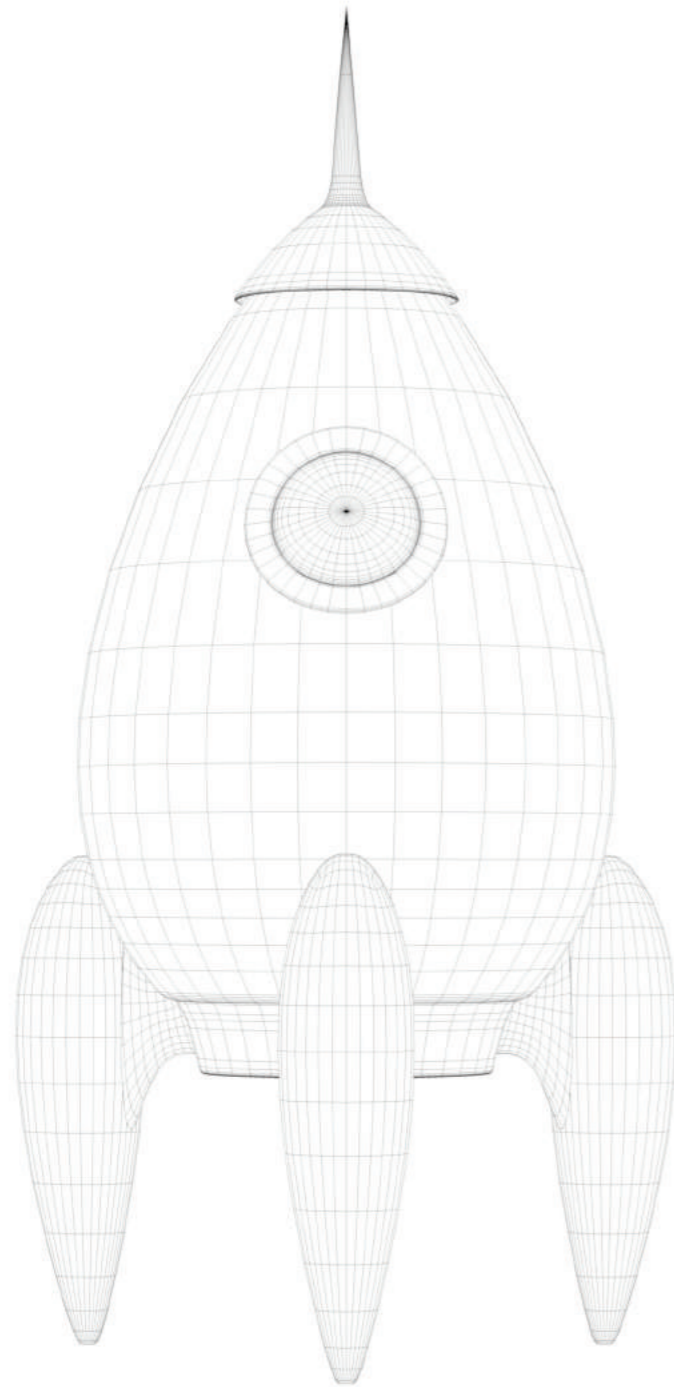
The inspiration for both came from clockwork animatronic puppets I had seen in various documentaries.



Mini Cooper

Component piece for a Cecil B. DeMille-esque project idea that got ahead of itself in realistic completion.

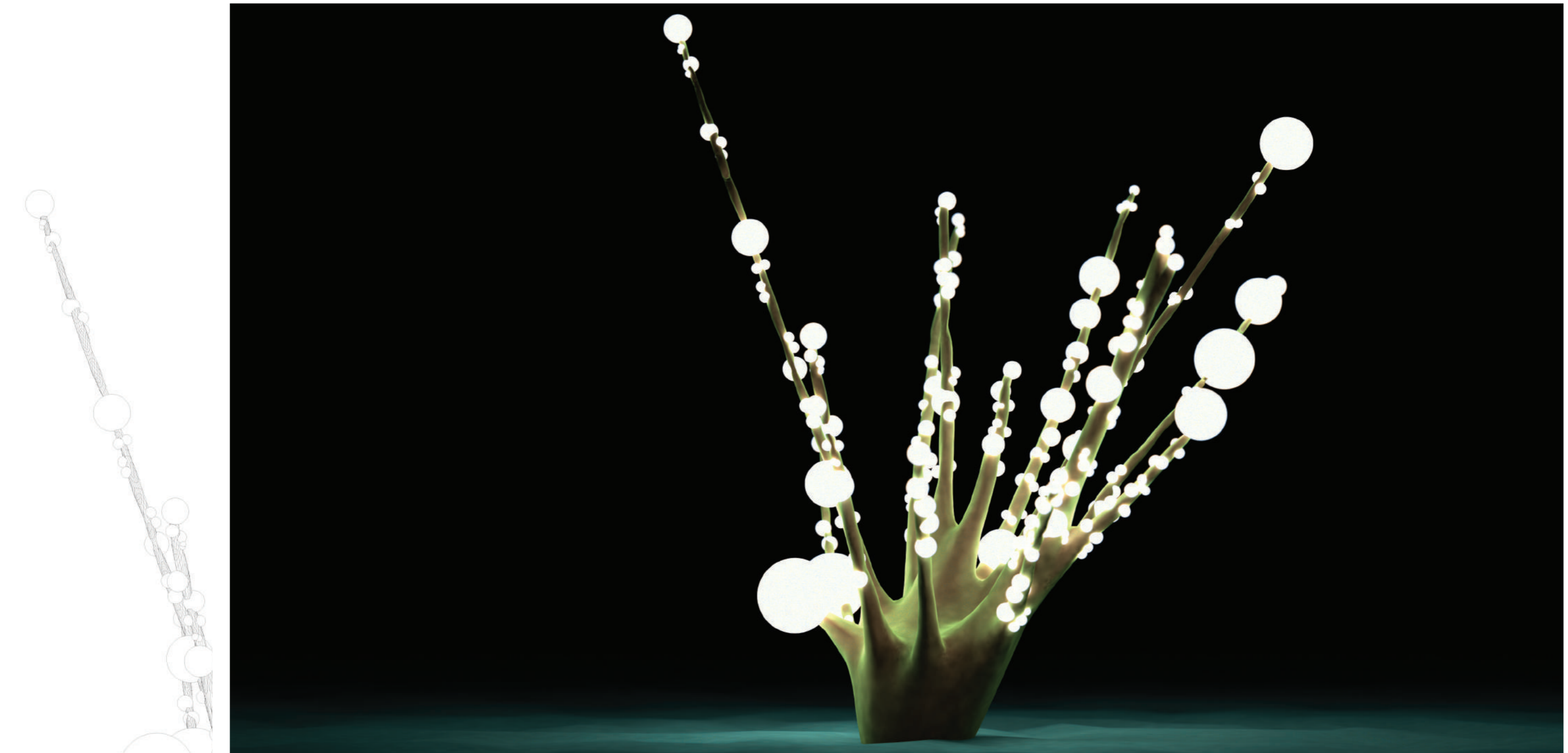
Modelled from 1960s Mini Cooper schematics sourced from Google.



Classic SF Rocket

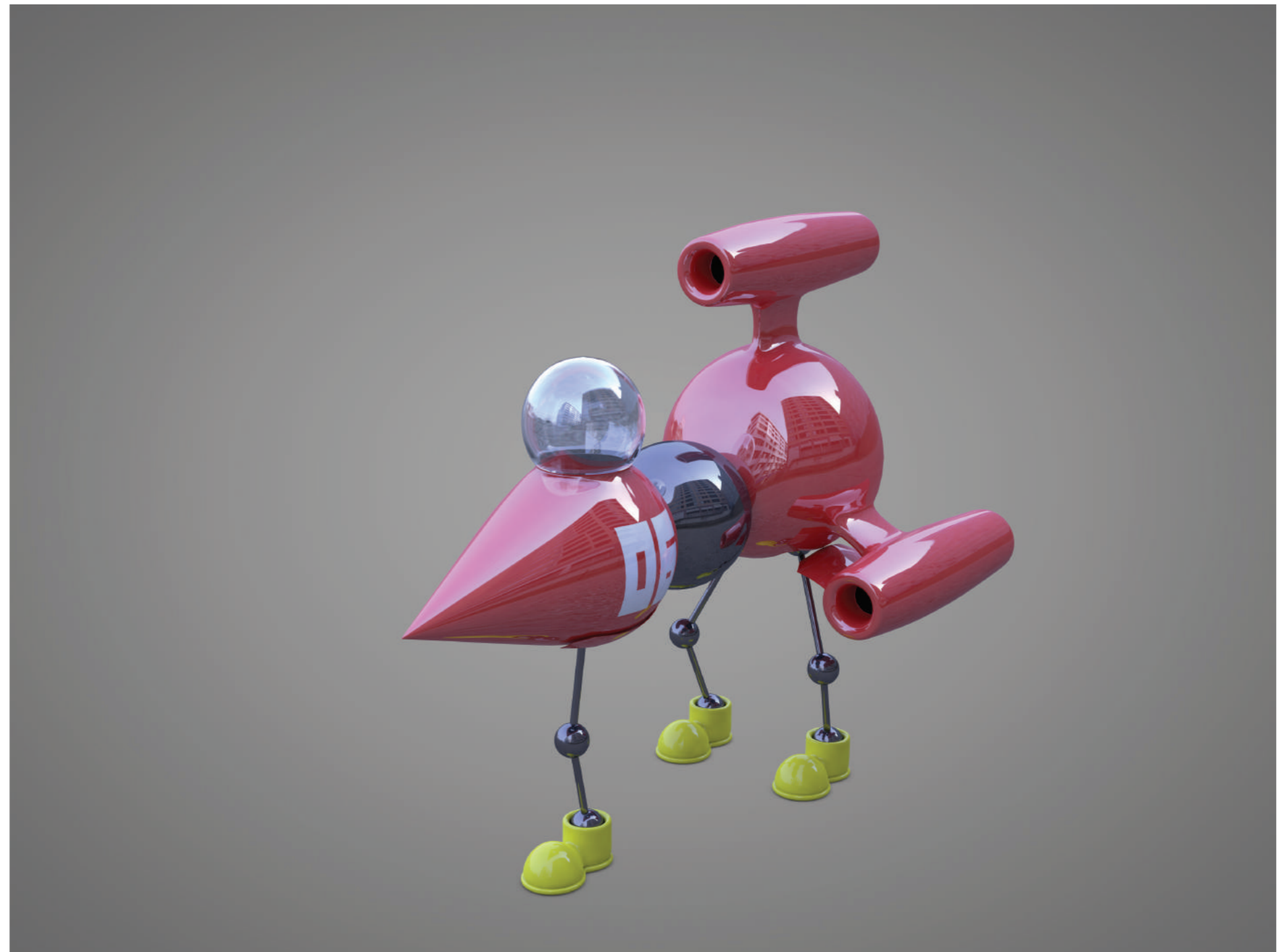
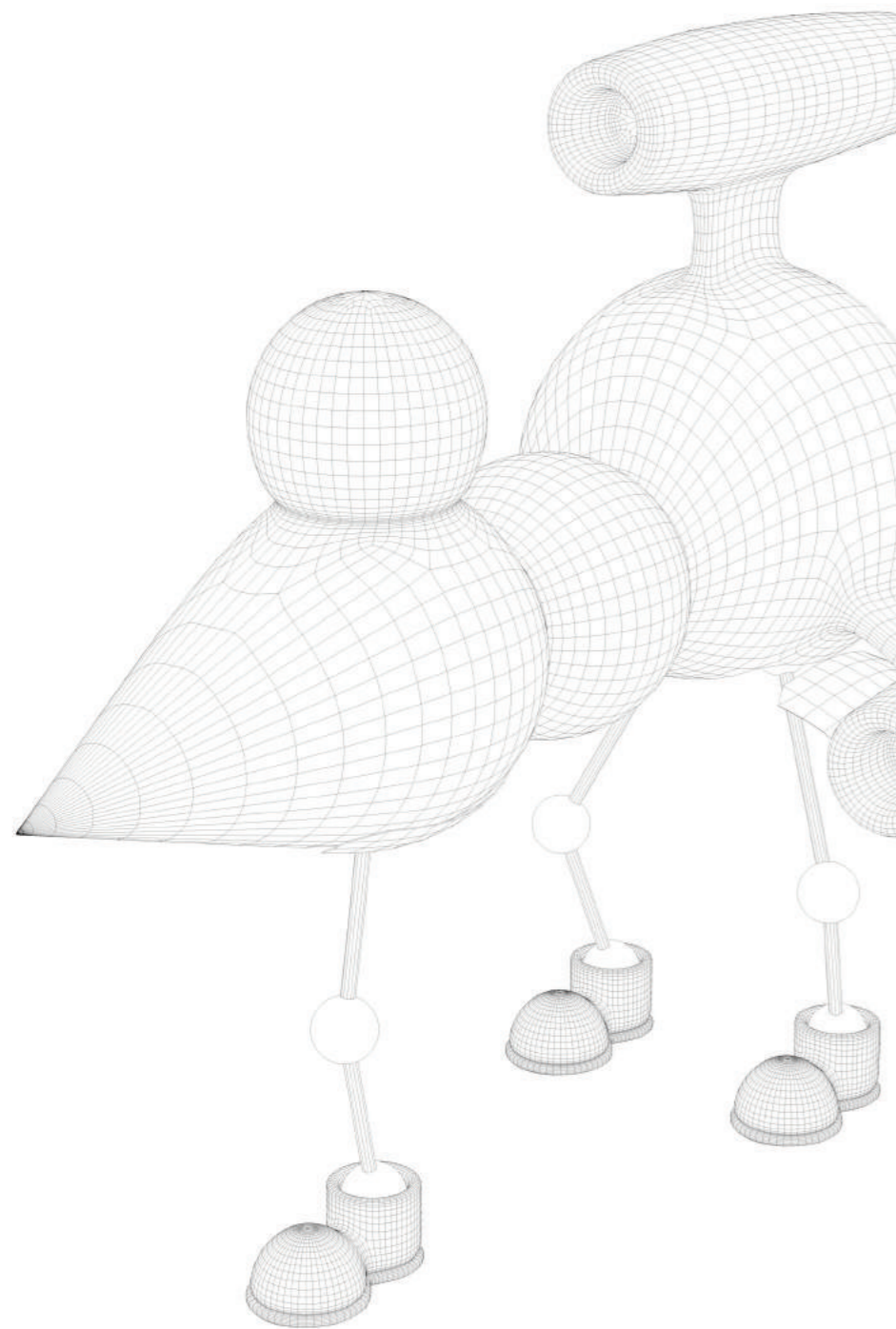
The idea for this project began when I was trying to take someone else's roughly drawn 2D rocket and give it a bit of depth for a poster.

I ended up animating a rocket launch with this model and posted it onto YouTube.



Luminous Coral

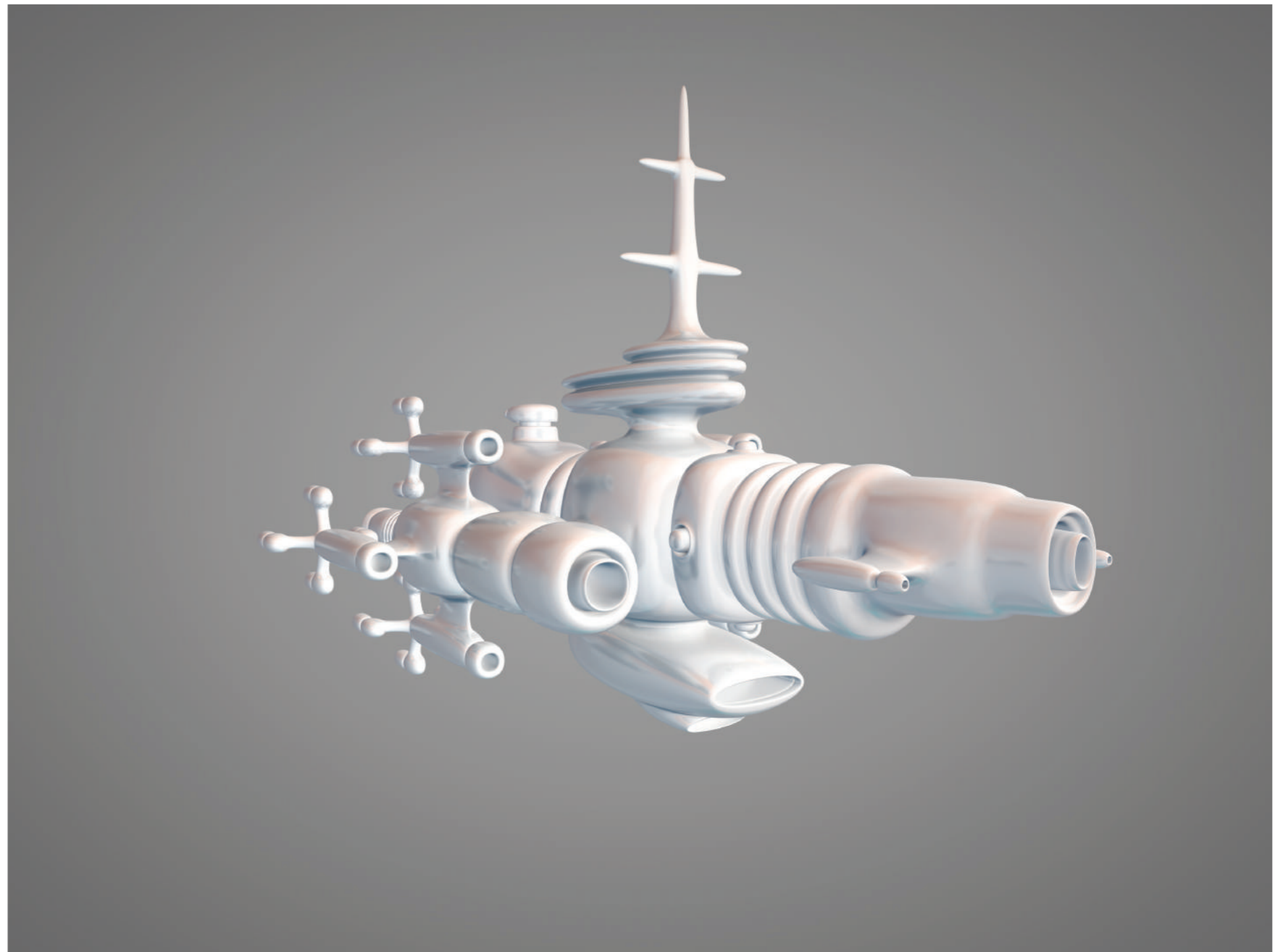
This image was sparked by two Greyscalegorilla Tutorials. Not having external plugins sported in the tutorials to use I tried replicating the effects using native Cinema 4D Particle Emitter, Metaball and Cloner Objects.



Tripod Rocket

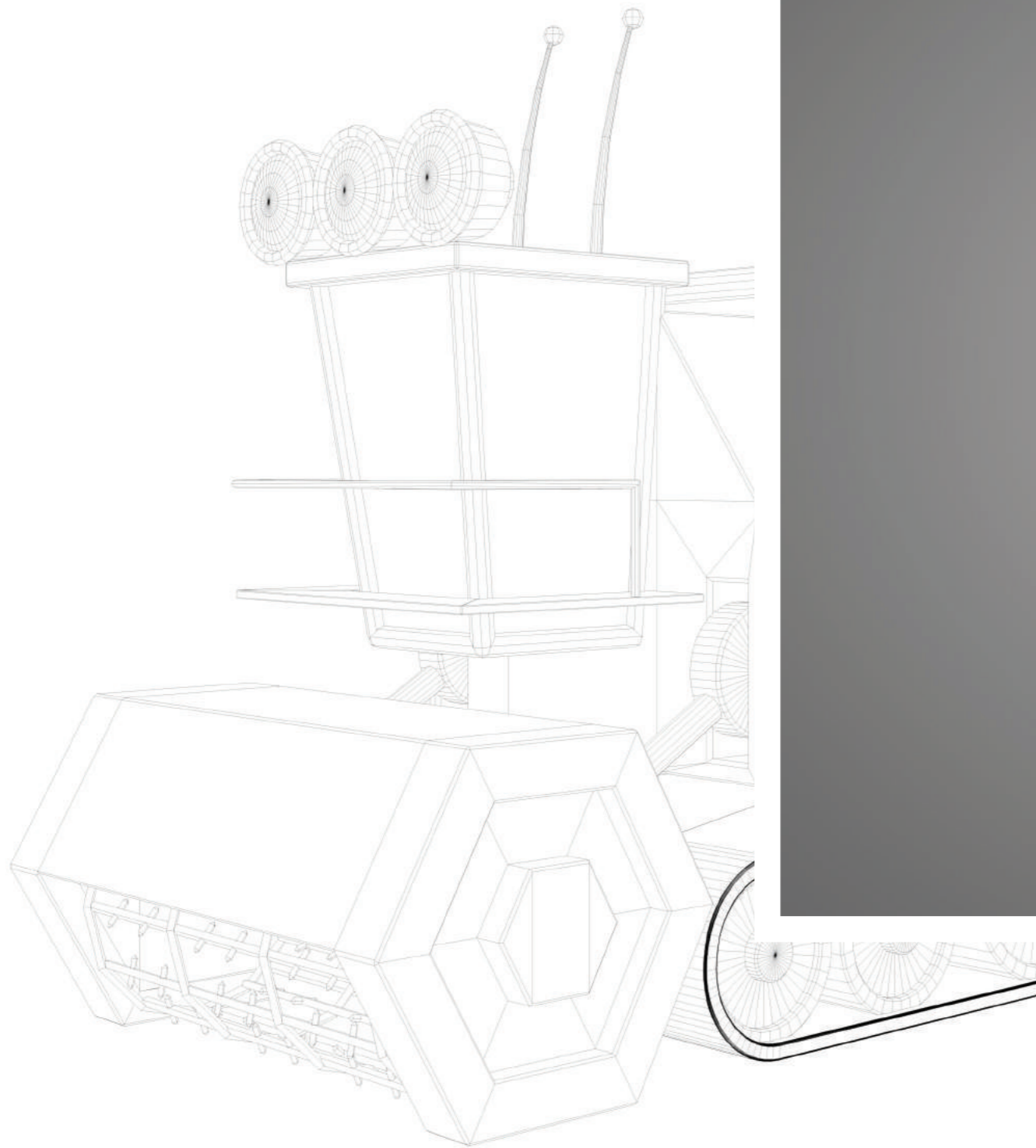
The genesis for this object was an old 2D pen sketch.

I wanted to test my abilities to connect and model further detail onto Primitive Objects in Cinema 4D, and potted around with Inverse Kinematics for the landing feet.



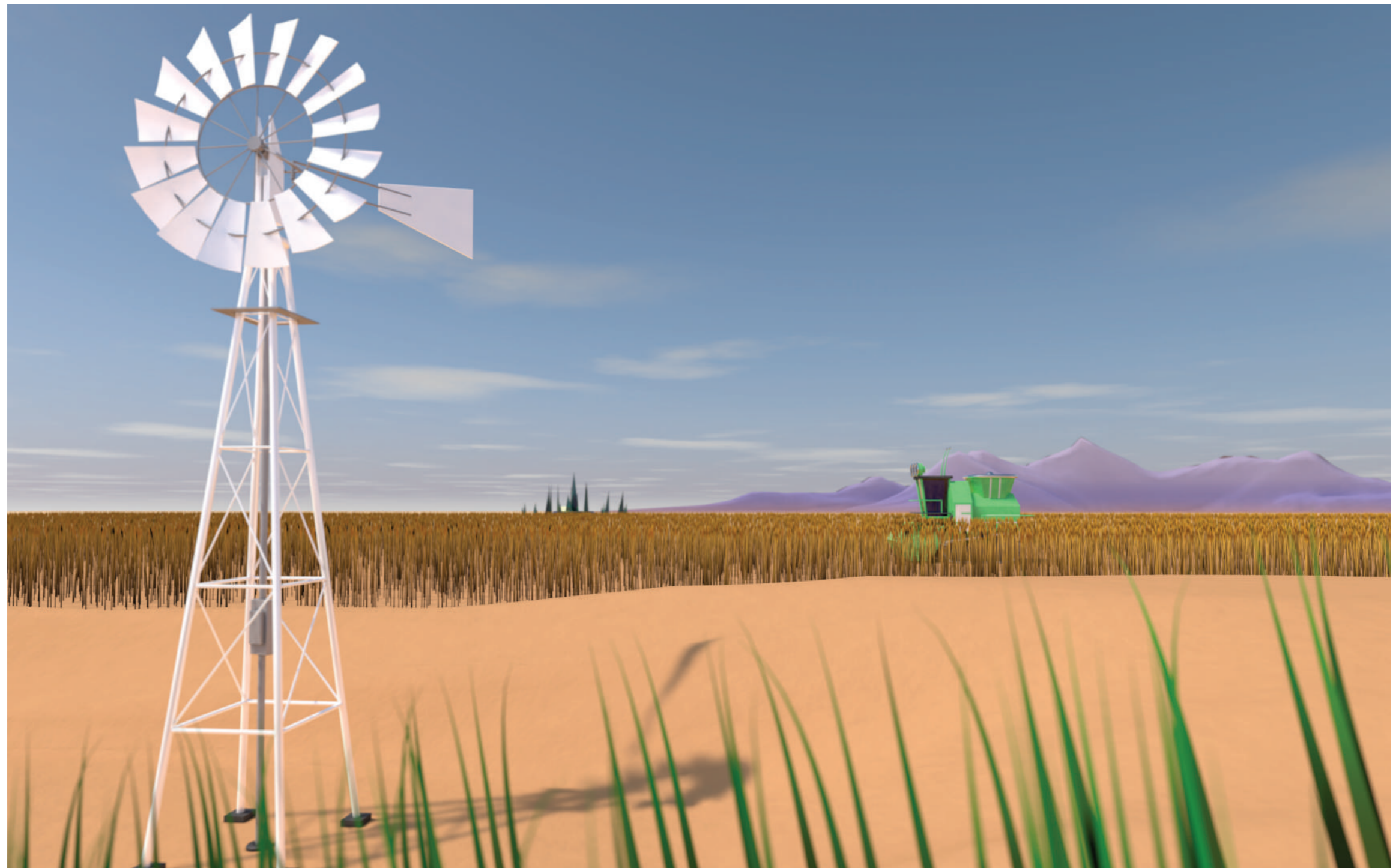
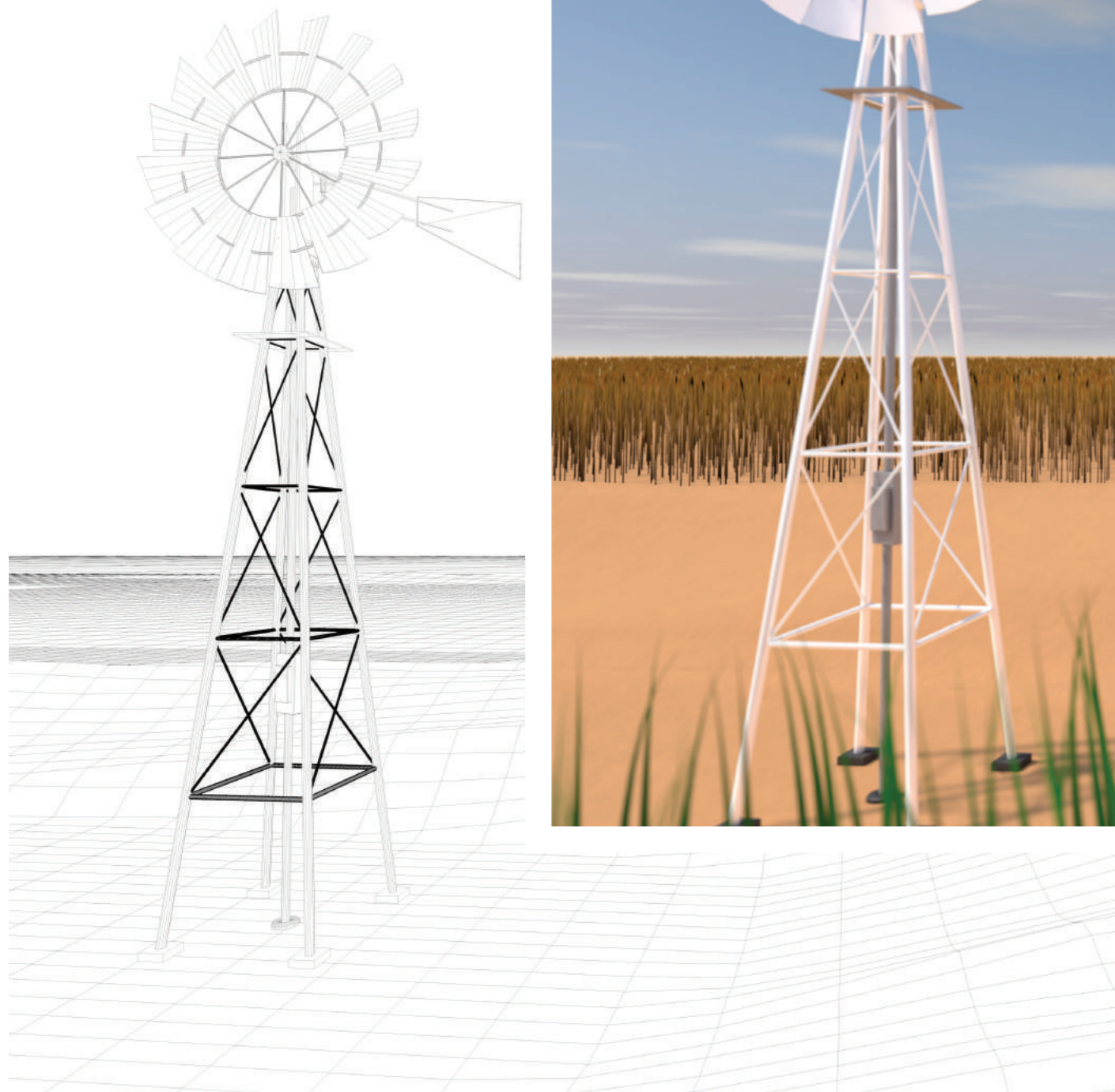
Cube Ship

This object resulted from playing around with Extruded and Inner Extruded processes starting from a single Primitive Cube Object, adding a Subdivision Surface to smooth out the model.



Harvester #5

This one too started from an old 2D sketch of an imaginary Harvester for inter-planetary conditions.

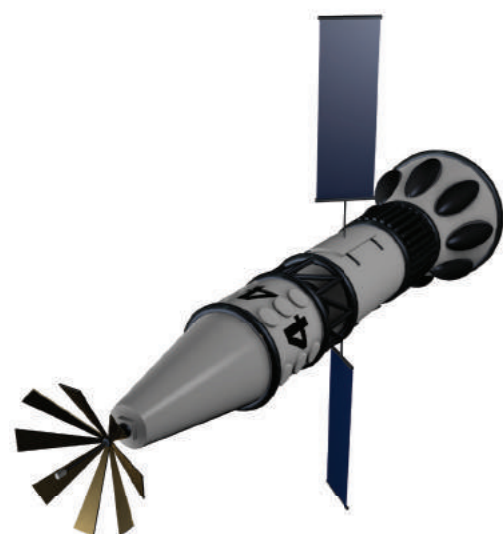


Harvesting

This was an exercise in taking a Cinema 4D object and placing it in a fully Cinema 4D generated landscape.

The city background is a collection of shard-shaped objects.

Hair Objects render speedily inside Cinema 4D.



Thank you for taking the time to look through my portfolio.

What the future holds for me is still largely unknown, but I am discovering it one step at a time.

If the last six years of creative development are anything to go by, it's sure to be an amazing journey.

If you would like to find out what happens...

- Drop in on my main website www.CavanaghArt.com
- Visit the blog at www.CavanaghArt.com or my previous blog www.CavanaghArtDiary.weebly.com to see some of my creative process in action
- Browse through some of my postings on Twitter [@VJCavanagh](https://twitter.com/VJCavanagh)
- View some mini portfolios of my work via LinkedIn au.linkedin.com/in/vincentcavanagh/
- Sign up for my 8 times a year email newsletter by sending your name and email address to cavanaghcreative@gmail.com

If my style and process suits a creative project you have in mind, please don't hesitate to get in touch with me.

