


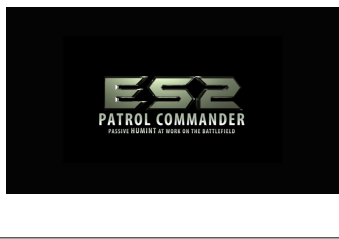
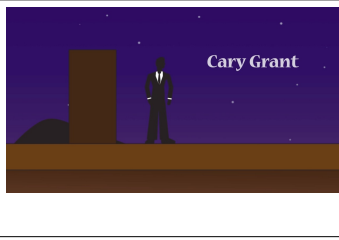
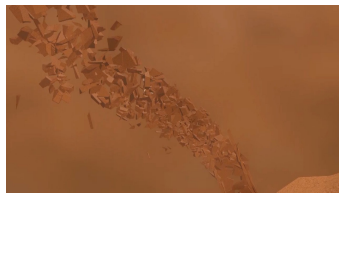
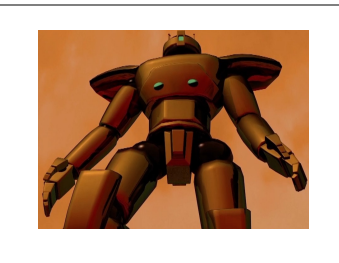


## 2015 Motion Graphics Reel Breakdown

	<p>I created and animated the graphics, effects, and text in Adobe After Effects. I created the globe from a downloaded earth map that I altered in Adobe Photoshop and imported into After Effects where I used the 3D cube effect to create the globe from the flat image. The piece was a part of a fictitious PSA for the American Red Cross.</p> <p>American Red Cross Logo, (c) the American Red Cross.</p>
	<p>I created the text and animated the text and images in Adobe After Effects. I altered a downloaded ear graphic and created a cross symbol in Adobe Photoshop to use in the piece.</p>
	<p>I created and animated the graphics, effects, and text in Adobe After Effects. I created the globe from a downloaded earth map that I altered in Adobe Photoshop and imported into After Effects where I used the 3D cube effect to create the globe from the flat image. The cross symbol I created in Adobe Photoshop.</p>
	<p>This title screen was created in Autodesk Maya and Adobe After Effects. I modeled, surfaced, lit, and rendered the 3D "ES2" letters in Autodesk Maya and incorporated the subtext in After Effects. The title screen was used for an serious game intro cinematic.</p> <p>Image courtesy of <a href="http://www.intelligentdecision.com">Intelligent Decision Systems, Inc.</a></p>
	<p>I created the characters and background elements in Adobe Illustrator (with the exception of the sky in which I created in Adobe Photoshop). I used the pin puppet tool in Adobe After Effects to animate the characters. I animated the other elements in After Effects by adjusting the scale and position of the scene. I also animated the text.</p>
	<p>An excerpt from my short movie "Helping Hand (2014)." I first conceived the shot by drawing a storyboard. I then modeled and surfaced the Bridge in Cinema 4D. I also utilized the Thrausi plug-in to break the bridge apart and collapse. I later spaced out the keyframes of the collapsing bridge to have the bridge collapse in the proper sequence. I also created and animated the truck model and dust particles in Cinema 4D. I then composited all the elements together in After Effects.</p>
	<p>Title: "Helping Hand" Clip ,2014</p> <p>I modeled the robot in Autodesk Maya and key framed animated, rigged, and surfaced the robot and animated camera in Maxon Cinema 4D.</p>



I modeled, surfaced, rigged and animated the robot crane arm, surfaced the spheres, and lit and rendered the scene in Maxon Cinema 4D.



I designed the riders, horses, and bison in GIMP based on the images in "Painted Hide" and animated and composited the elements in After Effects (using the pen puppet tool).

Commissioned by [Terminus Media LLC](#) for the [High Museum of Art](#), 2013. Featured in the [Go West Exhibit](#). Based on [Codsigo's "Painted Hide \(ca.1900\)."](#)

Soundtrack courtesy of [Radiobeats.com](#)

**Thank you for watching!**