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ENTERTAINMENT DESIGNER

MOTION GRAPHICS BREAKDOWN

01: The Master's Vision 0:03 - 00:20

The objective was to design an 11"x17" poster for an event and then create a kinetic poster using the same style as our 2D poster. A 1 minute original piece in which the poster was designed in Illustrator with the elements then animated and put to music using After Effects.

02: Take The Red Pill 00:20 - 00:40

The objective was to combine different media into a single project including live footage, CGI elements, and graphic design/motion graphics. I mixed three songs together and then created the visuals that would play behind the DJ for those three songs. A 3 minute piece using After Effects to combine live action footage, CGI elements created in Maya, and 2D elements designed in Illustrator.

03: Rhythm 00:40 - 00:51

After choosing a song I was to represent the song through motion and image. Using After Effects I created particle systems which matched the "floating" feeling given off by the rhythm of the song.

04: Chicago Museum of Science & Industry 00:51 - 01:04

This was a semester long project in coordination with the Chicago Museum of Science & Industry to create an interactive touch screen experience about current and future energy. Using After Effects and Illustrator I was in charge of all the visual design of the project.

05: Fission 01:04 - 01:17

Given a physics word I was to create a motion graphics piece using only the word to demonstrate what that physics term meant. Fission is the "act or process of splitting into parts." Using After Effects I split and animated the word via the process of Fission ending in the completed word.

06: The Cow 01:17 - 01:22

The objective was to represent an Ogden Nash poem through various explorations in kinetic typography. I worked with the simplicity of the black and white color scheme and the duality of the words "moo" and "milk." All work created in Adobe After Effects.

07: Astound Surround 01:22 - 01:31

I was to pick a logo from the website logo lounge and then animate the logo so that it fit well with what the company was trying to sell or represent. A 20 second piece using Illustrator and After Effects to animate the logo.

08: Dirty Dishes 01:31 - 01:43

A game using an application called Unity Phone in which players could call in to play as the various waiters. The object of the game was to pass off your dishes to other players without your stack crossing the line. I was responsible for the introduction tutorial animation, 2D character design, character artwork, and the dirty dishes artwork. All artwork created in Illustrator with the introduction animation created in After Effects, and the game play footage from Unity3D.

09: Assassin's Creed 01:43 - 01:45

A film assignment to create a game trailer for a specific video game. Our team matched live action footage to game footage. I was responsible for creating the live action version of the Eagle Vision effect common in the Assassin's Creed video games. All rotoscoping and effects created in After Effects.

10: Dialogue 01:45 - 01:56

This was a project to take a dialogue from a movie scene and without the audio represent it using only the typography variables. I used After Effects and Illustrator to organize and create meaningful typographic voices in this 2 minute piece.

11: Bang 01:56 - 02:09

This was just a piece of a final project that was an interactive music visualization experience. This video was the background layer behind other systems of audience interaction that was timed to a particular song. It was a 4 minute piece using only After Effects as well as the Trapcode plug-in for my particle systems.