



## SHOW REEL BREAKDOWN

### 01: The Master's Vision 0:03 - 00:07

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: The Cow 00:08 - 00:09

Using a simple poem, I had to represent the poem through motion graphics in as many ways as possible. I worked with the duality of the word and the actions in this short segment from the piece. A 1 minute piece using After Effects for animation and Illustrator for design.

### 03: Amon Tobin ISAM Live 2.0 00:10 - 00:15

Amon Tobin's ISAM Live was named one of the best live show experiences of 2011. I worked at Leviathan the studio responsible for updating 2 songs for the ISAM Live 2.0 tour. I worked mostly on the song Wooden Toy. I began with early concept design and development, then I created CG aspects for fabrication and worked with a studio building the sculptures to be filmed and composited into the projection mapping experience as seen in the second two shots.

### 04: Take Shape 00:16 - 00:21

This was a 15 week project teaching children ages 3-12 the concepts of 3D modeling through an interactive exhibit. I was responsible for the design of the exhibit, the implementation of the inputs to the hardware, and the kinetic typography. Currently installed at the Children's Museum of Pittsburgh.

### 05: The Drop 00:22 - 00:24

The objective was to expand a moment in time. A 48 second piece created in Maya, with editing and effects done in After Effects. I worked with visual timing with the music. Issues were overcome with HDRI image based lighting, additional animated lights, achieving photo realism, and varying the speeds of the slow motion needle with the real time record spinning.

### 06: Take The Red Pill 00:25 - 00:30

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.

### 07: Kelley Blue Book 00:31 - 00:33

This was a projection mapping commercial for the release of the new Kelley Blue Book website that I worked on while at Leviathan. I was in charge of editing car and environment geometry for better projection mapping. I also worked on producing other documents including set diagrams and projection alignment aids for the on site production of the commercial.

### 08: The Grid 00:34 - 00:42

This was a 15 week project designing an interactive museum exhibit prototype for the Chicago Museum of Science and Industry. It taught middle school children concepts about renewable energy. I took the role of art director on the team designing the entire visual style including all art assets, motion graphics, and animations.

### 09: A Drop of Light 00:43 - 00:49

A 12' x 8' interactive light sculpture utilizing sound reactive cold cathode lights, sensitivity adjusted for varying sound levels within the stairwell. Viewers could interact and create their own unique experience with various instruments up and down the stairs. A personal project that involved me drawing concepts, designing, fabricating, and installing the sculpture.

### 10: Astound Surround 00:50 - 00:57

I had 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.



## SHOW REEL BREAKDOWN

### 11: Fission 00:58 - 01:09

Given a physics word, I had to create a motion graphics piece using only the word to demonstrate what that 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 a completed word.

### 12: Air Waves 01:10 - 01:18

A project that visualizes the rhythm of a piece of music through motion and design. I worked with various particle simulations to portray the feelings I felt through listening to the song using those particles to tell the song’s story. A minute long piece using After Effects and Particular.

### 13: Running Out of Steam 01:19 - 01:21

Given a character description, we were to create a character and incorporate him into live action footage. I was in charge of character design, modeling & texturing the character, rigging & animating, layout and post production editing. I also helped in compositing. It was accepted and presented at the SIGGRAPH Dailies! at SIGGRAPH Vancouver in the summer of 2011. A 43 second animated piece created in Maya, with Photoshop for texturing and After Effects for compositing.

### 14: Dinner Talk 01:22 - 01:24

A project that visualizes dialogue from a script without any audio using motion typography. I focused on varying typefaces to portray characters, changing color to represent emotion, and timing to demonstrate enunciation. A 2 minute piece using dialogue from American Beauty, After Effects for animation and Illustrator for design.

### 15: Take Shape 01:25 - 01:31

This was a 15 week project teaching children ages 3-12 the concepts of 3D modeling through an interactive exhibit. More footage from our playtests and its location within the museum illustrating the interactive elements being explored by children. Again, I was responsible for the design of the exhibit, the implementation of the inputs to the hardware, and the kinetic typography.