

3/15/2010

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INTRO

Because of my fine art background, I am always alert and sensitive to the underlying narrative embodied in any visual communication. I endeavor to vigorously engage the metaphor adding depth and complexity to even the simplest of iconic graphics. This enables me to involve the viewer on a primal emotional level, creating fascination and longevity for my images. I want to move people deeply and inclusively.

I am a constant student of nature and always work toward mastering the dynamical systems within the software I use. I believe the ideal artwork is rooted in nature and the perceptual instincts of humanity are patterned by that macrocosm. This is the model I use to insure my work remains universal.

EDUCATION

MFA Specializing in 3D Animation

2008

Florida Atlantic University

Fort Lauderdale, Florida

BFA in Painting and Drawing

Minor in Sculpture

2000

Georgia State University

Atlanta Georgia

SKILLS

Specializing in 3D Modeling, Maya dynamics animation, character animation and rendering processes in Mental Ray

Proficient in After Effects, Dreamweaver, Encore, Flash, Illustrator, Maya, Painter, Photoshop, Premier, Realflow, Syflex, ZBrush

Painting, Drawing, Storyboarding

EMPLOYMENT

Adjunct Instructor | ITT Tech

June, 2009 - Present

IT-212- Broadcast Graphics using After Effects, Audition, Premier

- Teaching introductory techniques in 2D & 3D animation, special effects, compositing, masking, keying, lighting, camerawork, using expressions, audio and video manipulation
- Instructing in use of audio to support imagery and storyline
- Instructing in creating the visual narrative and storyboarding
- Instructing in portfolio creation and presenting/defining professional identity
- Creating teaching tools and example files and resources for student use
- Supervising students in onsite lab work.

VC-215 Interactive Communications Design using Flash

- Teaching fundamentals of website creation and animation with Adobe Flash
- Instructing in creating the visual narrative
- Introducing storyboarding, character design and animation concepts and techniques
- Instructing in usability testing and pros/cons of Flash vs HTML
- Instructing in portfolio creation and presenting/defining professional identity
- Creating teaching tools and example files and resources for student use
- Supervising students in onsite lab work.

CD-140 Rapid Visualization

- Teaching introductory fundamentals in freehand rendering to undergraduate students.
- Instructing in perspective and representational drawing techniques
- Storyboarding and character development in preparation for 3D modeling
- Creating teaching tools and example files and resources for student use
- Supervising students in onsite lab work.

VC-130- Digital Type & Image Manipulation using Photoshop

- Teaching image manipulation through compositing, masking, color correction, special effects, painting and drawing
- Instructing in the use and creation of typographic elements
- Instructing in design and integration of visual information
- Instructing in portfolio creation and presenting/defining professional identity
- Creating teaching tools and example files and resources for student use
- Supervising students in onsite lab work.

VC-220- Graphic Design Production Processes using Illustrator & InDesign

- Teaching image creation through vector drawing, painting and working with objects
- Instructing in text processing, typesetting and printing formats
- Introducing graphic design concepts such as page composition, document design, color correction, designing for function
- Instructing in portfolio creation and presenting/defining professional identity
- Creating teaching tools and example files and resources for student use
- Supervising students in onsite lab work.

VC-110- Typography using Illustrator & InDesign

- Teaching image creation through vector drawing, painting and working with objects
- Introducing typographic terminology, usage and classification
- Instructing in text processing, typesetting and printing formats
- Introducing design concepts
- Instructing in portfolio creation and presenting/defining professional identity
- Creating teaching tools and example files and resources for student use
- Supervising students in onsite lab work.

VC-230- Graphic Design Prepress

- Teaching preflight and printing processes
- Directing students in personal projects in their software of choice, including several 3D animation projects that they wish to include in their portfolio
- Instructing in portfolio creation and presenting/defining professional identity
- Introducing graphic design concepts such as page composition, document design, color correction, designing for function
- Creating teaching tools and example files and resources for student use
- Supervising students in onsite lab work.

3D Animator / Graphic Artist / Web Designer | Evans VFX

2000 - 2010

Creating still and animated digital artwork & children's picture books

Freelance graphics, interactive web and animation services

<http://evansvfx.com/>

MEMBERSHIPS

College Art Association | <http://www.collegeart.org/>

Digital Tutors | <http://www.digitaltutors.com>

Lynda.com | <http://www.lynda.com>

Autodesk University | <http://www.autodesk.com>

High Museum of Art | <http://www.high.org>

AMC Siggraph | <http://fort-lauderdale.siggraph.org/>

EXHIBITIONS

FAU Dorothy Schmidt College of Arts and Letters
2009

School of Communication and Multimedia
Screen Media: Student Work in Film, Video, & Animation
Orlando, FL

Online Portfolio for Digital Work
2008

<http://evansvfx.com>

<http://www.vimeo.com/tevens>

Orlando Visual Arts League
2003

Annual Juried Portrait Show
Orlando, FL
2nd Place

First Thursdays
2003

Edgewater Arts
Orlando FL

Graduating Student Exhibition
2000

Ernest G. Welch School of Art & Design:
Georgia State University