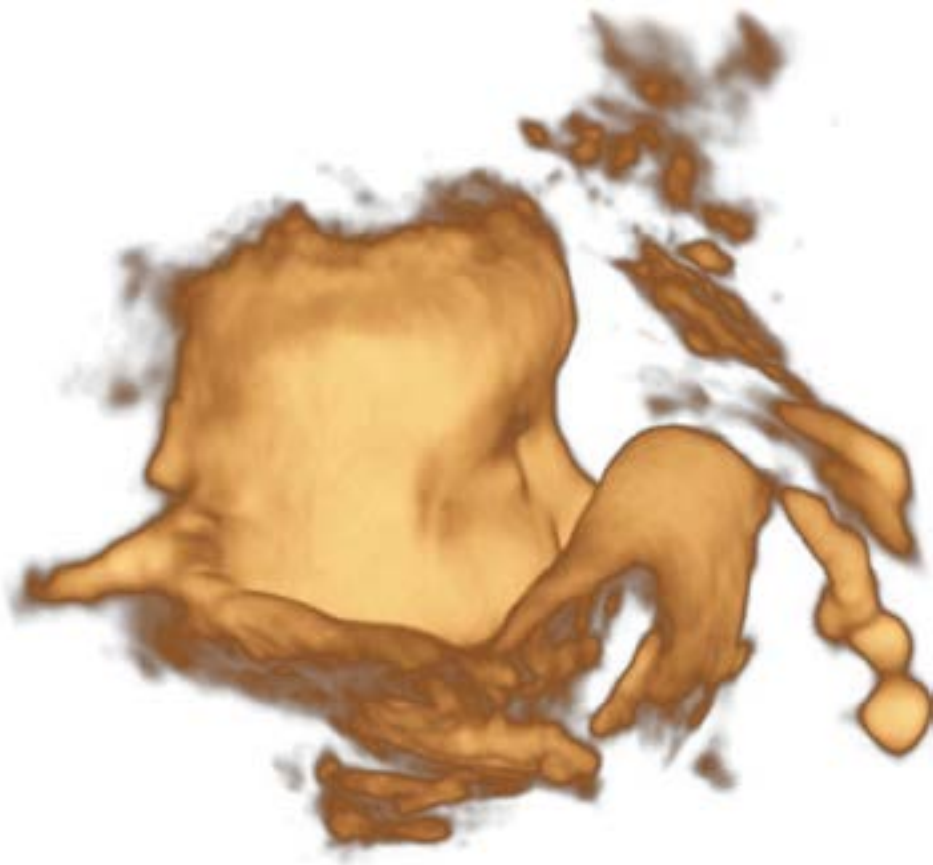


BABIES IN UTERO



WOLVERINE ANIMATION

WOLVERINE ANIMATION TEAM

Nathan Ethington

Emphasis In:

Animation

Rigging

Scripting

Gavin Lopes

Emphasis In:

Modeling

Texturing

Animation

NATHAN ETHINGTON

Student at Utah Valley University

EDUCATIONAL EXPERIENCE

8-Years of Independent Study

Undergraduate at UVU in
Animation & Game Development

PROJECT EXAMPLES



[Rayman Legends Scene - 3D Remake](#)



[Old Gass Station Scene](#)



[Nerf Sniper Rifle Animation](#)



[Kolosse - Game](#)



[Anthrophobia - Game](#)

BIO

Nathan started working in animation and game development during his middle school years and had made several projects on his own before entering college. After his first year of college Nathan was one of 25 students, out of 200+ applicants, to be accepted into the Animation and Game Development Program at Utah Valley University (UVU).

He is currently studying to become a Technical Artist and will earn his Bachelors Degree at UVU by 2022. He hopes to educate future generations by building digitally interactive educational experiences that could be used at school or in the home.

GAVIN LOPES

*Gaming & Animation Student
At Utah Valley University*

EDUCATIONAL EXPERIENCE

Undergraduate at Full Sail University
(Transferred From)

Undergraduate at Utah Valley University

PROJECT EXAMPLES



[High Resolution Character Bust Sculpt](#)



[Spiderman Sculpt](#)



[Rachet and Clank Environment Remake](#)

BIO

To gain admission into a heavily competitive Utah Valley University's Gaming & Animation program, Gavin had earned one of only twenty-four spots. Entering his Junior Year, he looks to continue to compete with his work as he begins to put together a portfolio. He has a passion for the aesthetics of the program as in, modeling, texturing, and rendering but also enjoys the technical challenge of coding and rigging. He will complete his degree earning a Bachelor's in Computer Science come the spring of 2022. Gavin's goal is to one day become a Creative Director for a Triple A gaming studio.