

“Formal Write-Up”

Bryant Nguyen had a unique birth; he was born on March 14, 1999, on a living room couch. Since then, he has lived a unique life. Though he has no recollection of his school days, he still keeps his important hobbies and ambitions close to him. He has a great talent in art and strives to be a comic artist/ animator; although he was enamored by the stylistic animations of Don Bluth, he is creating his own style to leave his mark on the world. He is an avid gamer, having amassed a vast library, and a sightseer from the local cityscapes of the DFW metroplex, to the remote mountain villages and beautiful skylines of Vietnam.

He lives by his own code, choosing not to dwell on his past, and instead focusing on his future, one day at a time. He treasures each and every moment of his life; even the simple pleasures of waking up the next morning to see what lies ahead of him for the day, finishing a panel in a comic, making his own high-performance computer from seemingly simple components, or pulling off an insane stunt in Monster Hunter are not taken lightly. To him, that is proof he is alive. Although many things happened in his childhood, he holds no regrets for any of it. He lives for the future, and he has a plan to achieve his goals. He says he currently has no prospects of being in a relationship, but he's looking towards the future, so anything could happen.

Interview with brother - name Bryant Nguyen 03/14/1999

-Do you remember where and how you were born?

—I was born on a couch in a house.

-How was elementary school like for you?

—To be completely honest I don't remember anything about school. Not even middle school or high school.

-Do you have any hobbies?

—My main hobbies would be art, making my own animation and comics, playing video games, and sightseeing; I don't really know if that's a hobby, but just driving around and seeing everything.

-What is your proudest moment, pertaining to your artwork?

—Well, honestly, I don't really have anything like that. I do have a lot of proud moments, but they are more personal achievements; that would be simple stuff like, getting to work on time or doing crazy stunts in video games. But just knowing I have what I do and that I'm still alive is an achievement of itself. But a more tangible achievement would be when I made my own computer.

-Do you care to share a little more about your computer?

—It is more like an AMD platform. It doesn't have the higher end specs or parts, but it's more than enough to do the job and still be relevant today.

-What are a couple games that you're playing right now that you're really into?

—Right now, I'm trying to get through the Monster Hunter series. I know the newest game came out, and the way that I am, I don't like to jump into new games if I have others in the series left to go?

-What's the craziest stunt you pulled in the Monster Hunter games?

—There are a few beautiful cinematic moments, but the most action packed scene I've done is...there was a mission where I had to fight two wyverns. I was at the highest peak of the ancient portals, and I was mounted onto a wyvern, bringing it down, and as I was flying off its back, the other wyvern was flying right by us, and I had a greatsword at the time. And I let loose a charged attack on my wyvern when the other one was flying by, and I jumped off and struck the other wyvern at the same time, while I was in the air.

-What is the most amazing sight?

—Doing Uber, it does let me drive around more, but in the Dallas area it's all cityscapes. But when I was in Vietnam, each place was impressive on its own. I would say some of the mountain areas we visited in Vietnam were very cool.

-If you had a bucket list, what would be number 1?

—I don't really think I have a bucket list. It's not that I don't think about it, but I guess you could say I have a moral code. But ever since I was little, I was enamored with animation, more specifically, I guess the whole of Don Bluth's works. I love how he and his team put in so much realistic motion in the characters' movements, while also keeping it animated and stylized. I felt like I wanted to do that too, to put something out in the world, to help people who were like me, to find themselves, or find something that makes them want to see what the next day brings.

-Is there anything you did, or anything that was done to you, that you regret and want to do over?

—Speaking realistically, there's a lot of things I regret. But superfluously speaking, I don't harbor any regrets. I live one day at a time, and whatever happens happens. I'm just working towards the future without the past holding me back.

-If you were about to be married, what would you like to say to your future partner?

—I don't think I have anything to say, because I don't have any prospects of being in a relationship at the moment.

Initial Color palette



color palette for bioSite

coolors

Anthony Nguyen, Assignment CSD-340.5

Planned images:

About page:

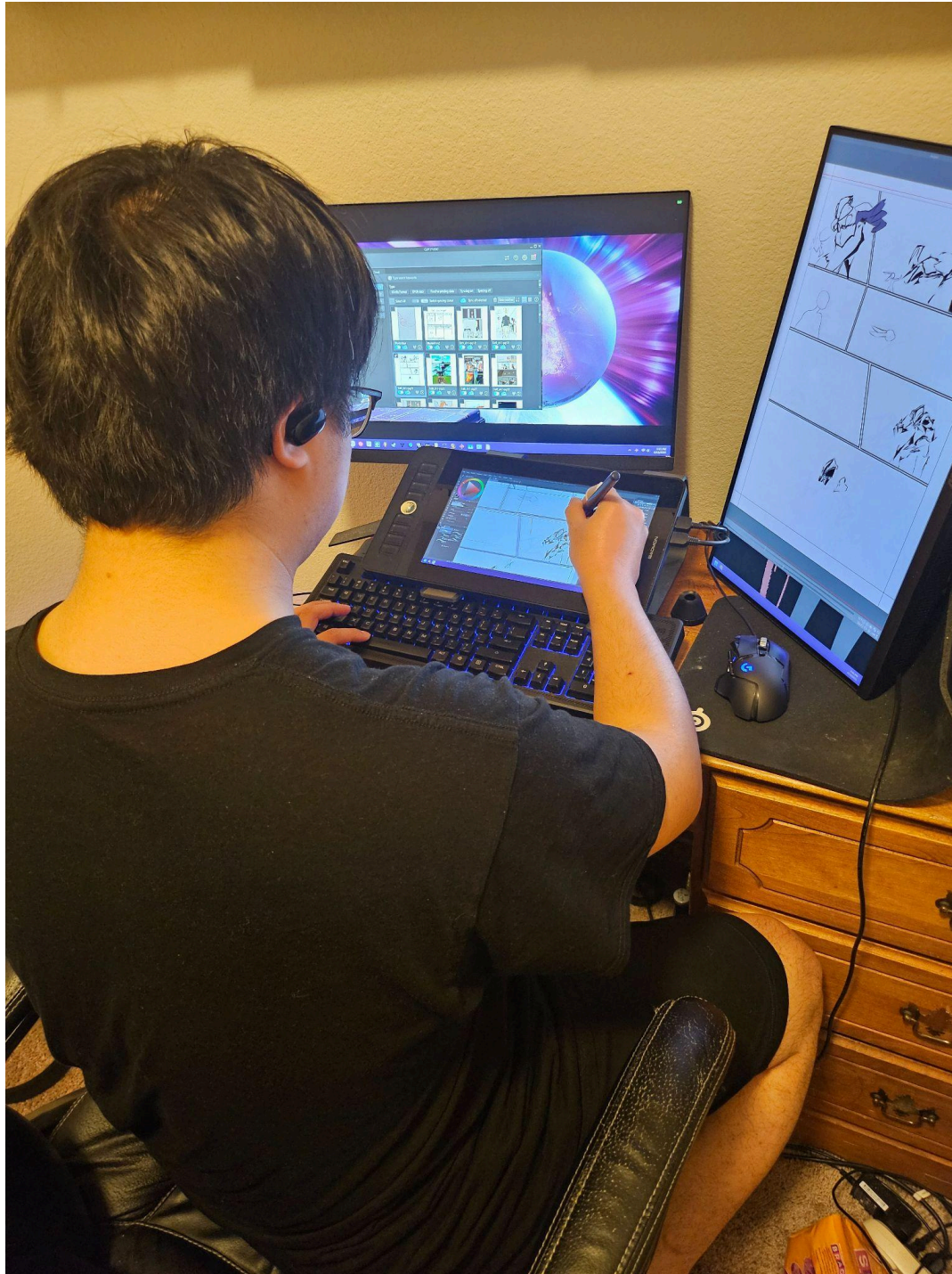




Hobbies:











Landing page











