

James Colvin Winters-McCabe

3D Artist/3D Generalist

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<https://colewintersmccabe.github.io/>

Experience

EventEQ

Intern

Columbia, MD

June 2021 - August 2021

- Utilized After Effects to create lower thirds for virtual events
- Explored the uses and capabilities of augmented reality
- Experimented with adobe aero and its capability with custom 3D characters
- Assisted in the creative process of live event production
- Used microsoft excel to organize data

Remote

Aug 2019 - Present

Freelance Work

Visual Effects Artist

- Utilizing Maya and Blender to design 3D environments
- Utilizing Unity, Blender 3D, and Maya to animate scenes in 3D environments and Virtual Reality
- Utilizing Blender 3D and Maya to design and create 3D assets
- Utilizing Adobe Premiere Pro and the rest of the Adobe Creative Studio to edit video content
- Utilized After Effects to enhance 3D work and composite assets into footage

Additional Projects

3D Designs and Renders

A collection of my 3D work can be found on Instagram at [coal.3d](#)

Film and Video Projects

My film and video work can be found on YouTube at [Cole Winters-McCabe](#)

Research

["The VR Problem"](#): A virtual reality film

["Infinite Journeys Challenge"](#): A month long challenge to create a unique 3d scene that meets certain criteria

Demo Reels

[2021 Demo Reel](#) - A selection of my best 3D work from the year 2021

[2022 Demo Reel](#) - A short video showcasing my work so far this year

Education

Franklin and Marshall College: 2022 - B.A., Film and Media Studies