



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

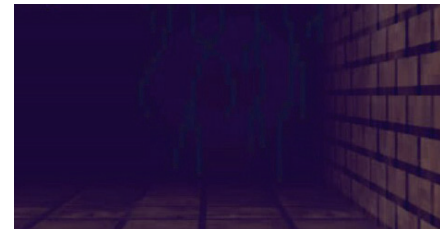
PROJECT EXAMPLES

click on the pictures to see more of each example



Rayman Legends Scene - 3D Remake

Modled, Textured, Rigged, and Animated a 3D recreation of a scene in Rayman Legends.
This scene is the end screen from the Orchestral Chaos level.



Anthrophobia

Scripted and built a Horror game for a
Halloween Game Jam.



C0V1D-20

Scripted and built a few levels of a top-down
action adventuer 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.

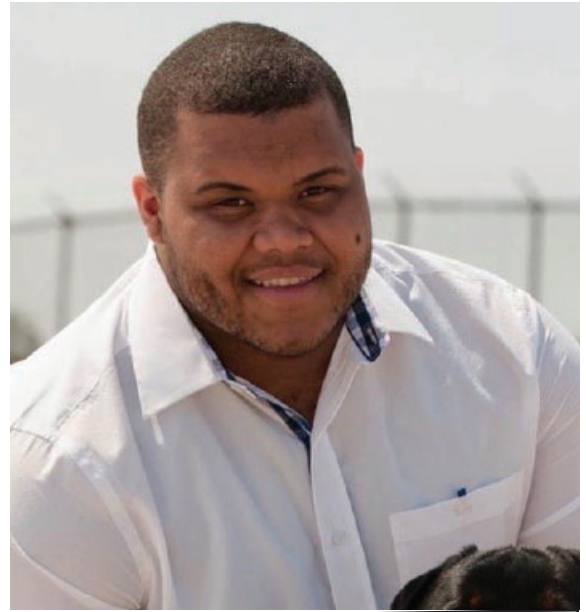
GAVIN LOPES

*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

This project was over the course of about two weeks and was done in the Zbrush sculpting program. It is a high resolution bust of the character Kratos from the God of War game by Santa Monica Studios.



Spiderman Sculpt

Full character sculpture of Spiderman in the Zbrush program. Study of the human anatomy, focusing on proportions and musculature.



Ratchet and Clank Environment Remake

Recreation of an environment from the published game. Using skills in modeling, texturing, animation, and VFX to recreate a dynamic scene.

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.