



MATTHEW JEREMIAH ALEXANDER

HOME

GRAPHIC DESIGN AND DIGITAL PAINTING

VIDEO AND MOTION



Logos 4 pages?

Video and Motion

For years, I've been passionate about bringing life to still images or enhancing the same in recorded footage. In my personal, academic, and professional life, I jump at the opportunity to do so in my work.

Using any and all programs at my disposal (including **Sony Vegas**, **Adobe Premiere Pro**, **Adobe AfterEffects**, **Adobe Audition**, or a simpler tool like **Audacity** or **iMovie**), I produce visually compelling stories meant both to entertain and to convince. See below for examples of my video and video game art.

*include it whether that works
20 sec design for a game, as
movie trailers were for
lazy word
as you see it in
"Can't stop
"captivating"
"extraordinary"
draws you in
Gamer Games.*

Video

SIGGRAPH Fast Forward Videos

(See other page for information below)

SIGGRAPH (Special Interest Group on Computer Graphics and Interactive Techniques), a conference held every year by The Association of Computing Machinery, has a tradition of "fast forward" videos—that is, short, 30-second clips meant to illustrate the core contributions of an academic contribution. My partner, Josh Wolper, is now a two-time published author in the conference, and we worked on the following Fast Forward videos together.

*and, I never created our work for this page,
I had the opportunity to make
as well*



CD-MPM Fast Forward [SIGGRAPH 2019]
Add to any existing MPM solver



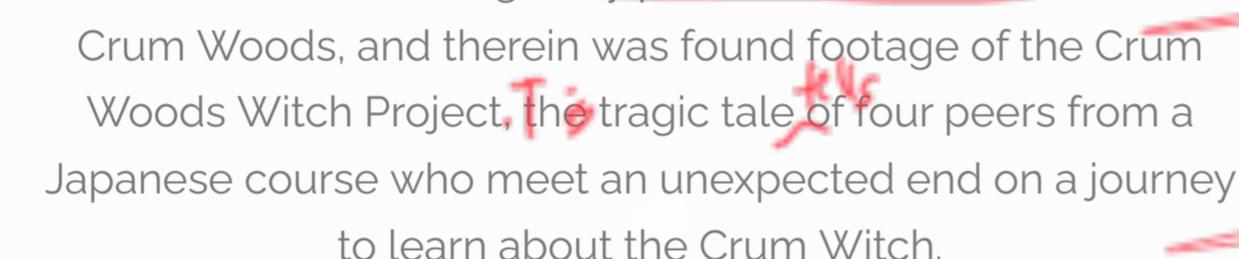
AnisoMPM FastForward [SIGGRAPH 2020]

This 2019 Fast Forward video sets footage of the team's work to Tchaikovsky's 1812 Overture, and was created in **Adobe Premiere Pro** and **Adobe Audition**.

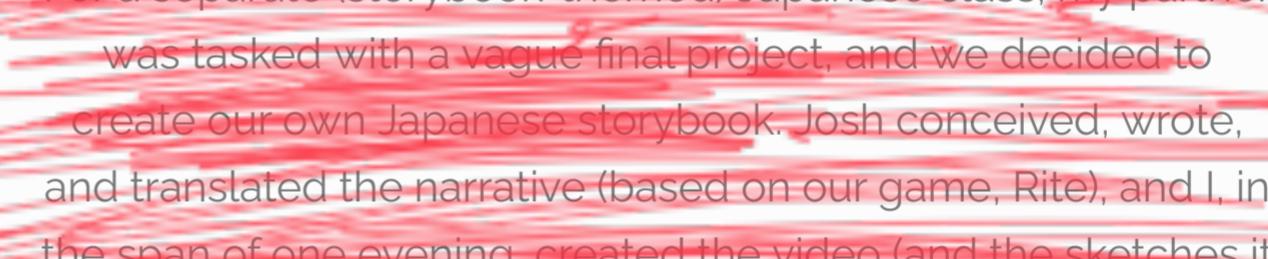
This 2020 Fast Forward video was inspired by horror movie trailers of the 1980's and 1990's, and was created in **Adobe Premiere Pro**.

Hobbyist Projects

The occasional hobbyist video edit is a tool I use to keep my skillset rounded while I don't often get to edit video professionally. I want to keep my related skills sharp. I often will do such a project as a pro-bono commission for friends.



Near Swarthmore College, my partner's Alma Mater, exists the Crum Woods, and therein was found footage of the Crum Woods Witch Project, the tragic tale of four peers from a Japanese course who meet an unexpected end on a journey to learn about the Crum Witch.



Kamigami No Shiren
The last boy of the village opened the door to his home. He was shocked to find his mother standing there. She was wearing a traditional Japanese kimono and had a look of fear on her face. She told him that their village was under attack by a group of demons. They had taken over the village and were killing everyone. The boy knew he had to help his people, so he gathered his courage and went outside to confront the demons. He fought them bravely, but they were too many. In the end, he was defeated and died. His death was a sacrifice for his people, and they honored him by naming the village after him.

This tells the story of this animated story book, made in Photoshop & After Effects.

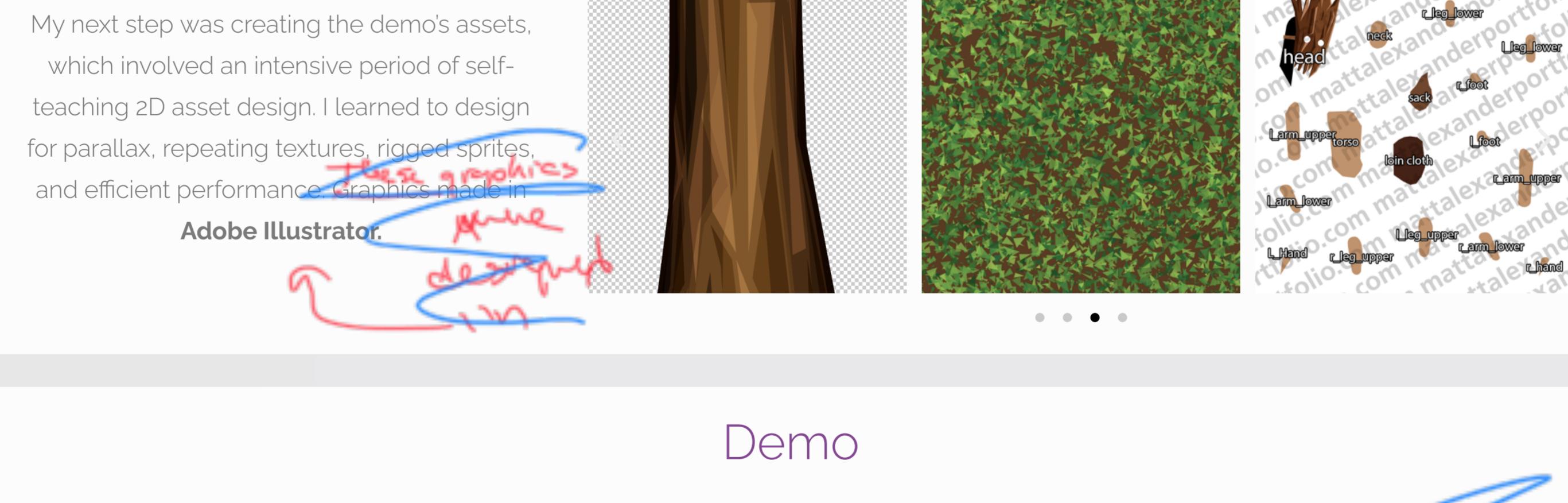
RITE (Video Game Design)

In summer 2014, while on lunch break during an internship, my partner, an avid gamer and artist, conceived the idea of a video game. The game, inspired by the likes of LIMBO, features a young boy from a small village visiting the spirit world in order to save his people. Josh was able to secure funding from his school in order to create a demo for this game, created in Unity with assets designed in **Adobe Illustrator** and **Photoshop**.

Concept

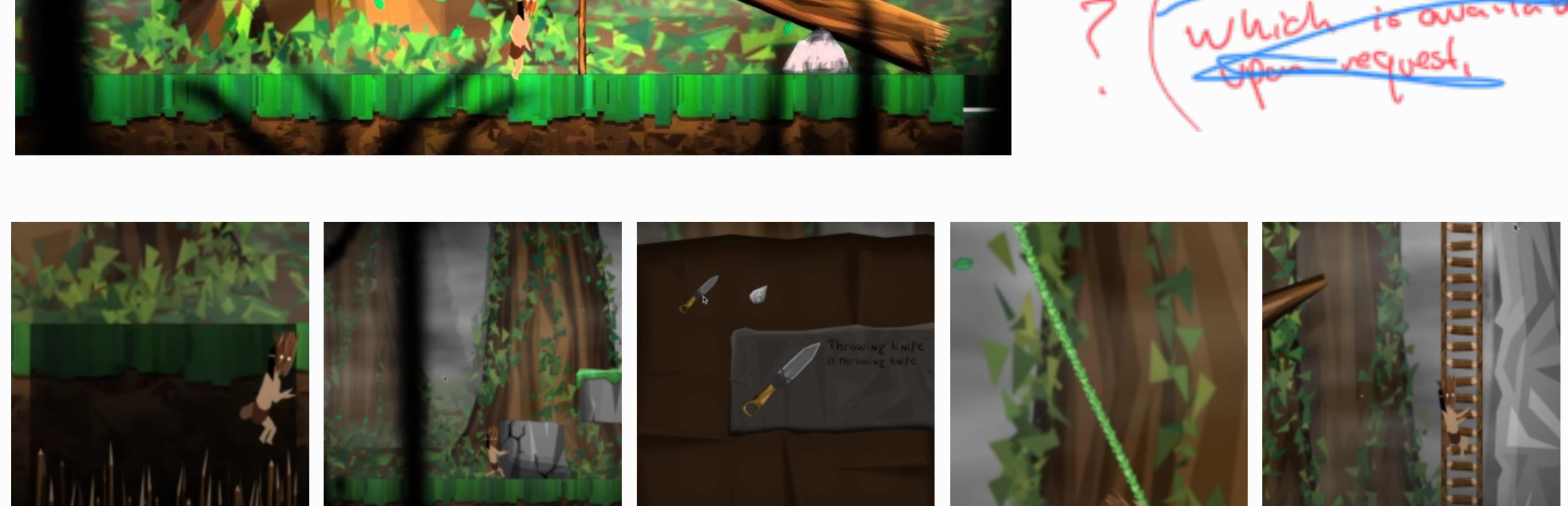
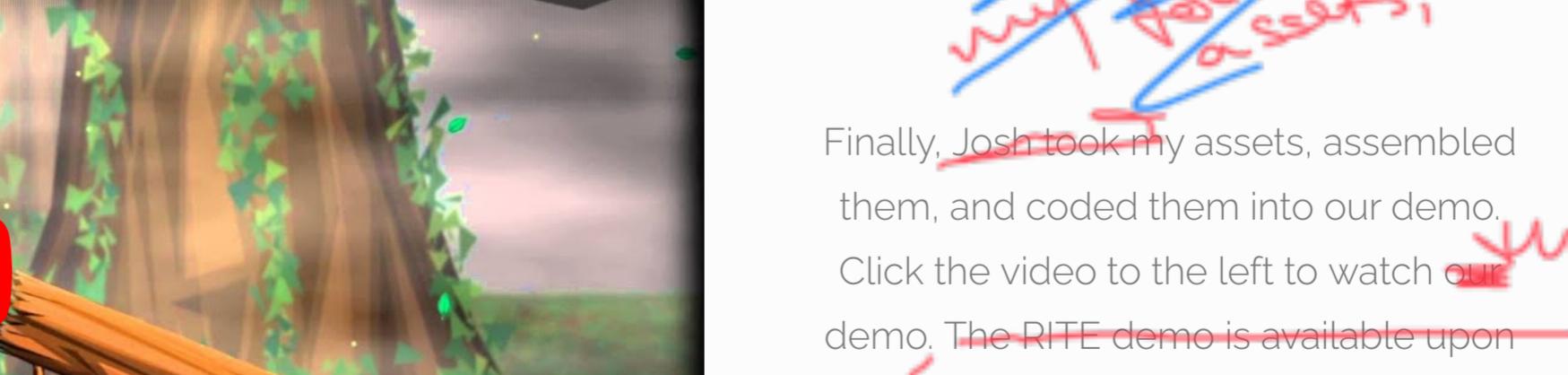
Our project began with Josh's brainchild—he conceptualized the ideas for the below images, and I brought them to life with **Adobe Photoshop**.

the concept and then, we're in Adobe Photoshop



Demo Development

My next step was creating the demo's assets, which involved an intensive period of self-teaching 2D asset design. I learned to design for parallax, repeating textures, rigged sprites, and efficient performance graphics made in **Adobe Illustrator**.



Demo

my partner's my assets, this

? (which is available upon request)

Finally, Josh took my assets, assembled them, and coded them into our demo. Click the video to the left to watch our demo. The RITE demo is available upon request.

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