***About Me***

**Thanks for visiting my portfolio site, Renderseed Labs.**

I have always been influenced by art, technology, and a desire to be creative. My childhood years were spent drawing on walls and taking various appliances apart (much to the dismay of my parents). As I grew, I came to realize that my natural interests were a viable career path.

Through the years, I developed a passion for Graphic Design and Web Design. This led to many unique work experiences; from unique typographical designs and print production work, to front-end design projects utilizing Bootstrap or Three.JS. I have always had a desire to learn new things. For anyone in the ever-changing creative industry, this is an asset.

## *About Me*

**First off, thank you for visiting Renderseed Labs. This site is a small snapshot of ten years of blood, sweat, tears, and busted hard drives.**

As a child, I always knew that I wanted to be an artist. I just didn’t know what kind of artist I wanted to be. Three decades, two degrees, and many projects later, I found my canvas.

My professional background began in 3D Modeling and Animation/Motion Graphics. What always intrigued me about 3D modeling was having the ability to see a piece of art from more than one dimension. Through the years, and through many varied projects, I have learned that there is always more than one solution to a problem.

Project H is the brainchild of Arnold Takundwa, a digital artist from Birmingham, Alabama. Produced by Renderseed Labs and Motion Studios, Project H is an animation short inspired by Arnold’s love of futuristic racing games, such as F-Zero and Wipeout.

Project H was created using Autodesk Maya, Z-Brush, Nuke-X, Adobe After Effects, Adobe Photoshop, and Adobe Premiere.