

William Nash
Fairfax VA
williamnash90@outlook.com
williamsart6@gmail.com
seven03dev@outlook.com
202-779-2305
631-552-0285

*****profile*****

I consider myself, one of the hardest working innovative artist. I would be pleased to have the opportunity to demonstrate my talents in a collaborative effort. I bring top quality to the table. I am versatile in my ability. I can make simple animations that are to the point without losing the high quality. I can create more detailed solutions with higher pixel samples and dynamic lighting. I create my own one of a kind royalty free fonts to use in projects, for animation or images. In most cases i create script style fonts but I am not limited in that aspect. I can make some nice classy san style fonts, or box style. I manage my time well in fast pace environments. I don't get caught up, I just focus on the job at hand. I can update team members on project status frequently if needed. Deadlines and time intervals are not a problem. i manage my workflow very well and always plan ahead.

*****work experience*****

Big air nitro
google play
2015

Animator,Creative director

- Promotional videos using final cut pro for editing, adobe photo shop for image remastering, and illustrator for custom graphics
- Character action animations using 3dsmax for rigging, animation, weight painting
- Character creation using photoshop for texture painting, uv wrap editing and illustrator for custom add-ons
- Model in game vehicles using 3dsmax for sculpting, photoshop and illustrator for texture painting
- Game environment and dynamic light baking in 3ds max

George Mason University
Sign Shop
2016

Sign Maker

- Create ADA name plates for various school facilities. Using Gravostyle software for laser engraving and brail injection. Illustrator for custom design and logo creation
- Help create props and promotional signs for upcoming school events using Adobe Illustrator for image creation. Photoshop for image retouching and exporting files in correct format
- Deliver nameplates to faculty and staff.
- Make school banners, using Illustrator for image creation, photoshop to merge banner content and export content in correct format for printing software.
- Replace damaged campus signs. Reprint banner content or create new content in illustrator if necessary. export content in photoshop. Replace banner content with fresh new print vinyl wrap.

***** work samples *****

<https://github.com/willnash90/animationreels>

*****education*****

Dassel Art Academy 2003

Potomac High school 2008

Bowie State University 2009

Art Institute of Washington 2012 Graphic Design

***** skills *****

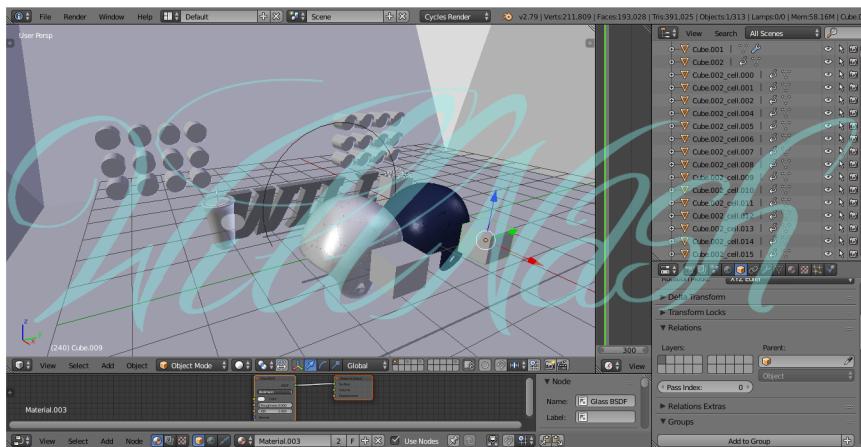
Photoshop
Illustrator
Indesign
Gimp2.8
3dsmax
zbrush
Maya3d
Blender3d





Texture wrapping in Blender 2.8

- Each Mesh uv wrapped with its own uv coordinate system. Separated and painted in photoshop.
- I 1st create various seems in the mesh to achieve the proper dimensions
- With the blender 2.8 pipeline. it is possible to bake the textures directly on to a .png file dynamically
- The lighting in the scene, when placed in the proper order can be used to achieve the proper color shades.
- This process can speed up an animations render time.

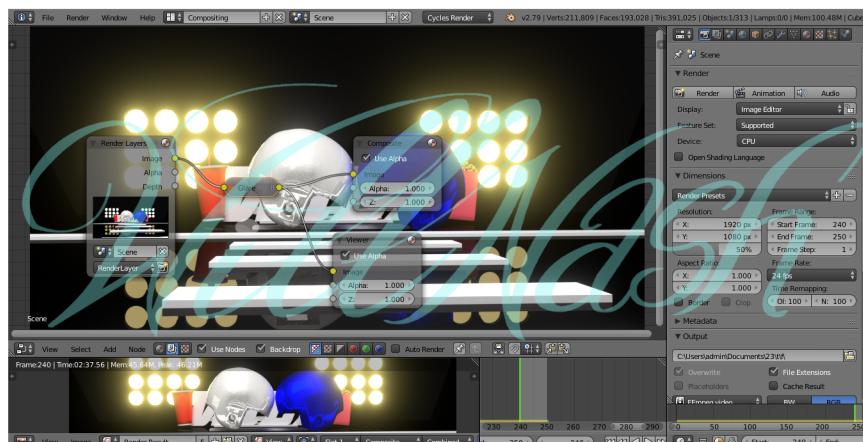


Scene composition in blender. The scene is put together in blender render for a faster workflow.

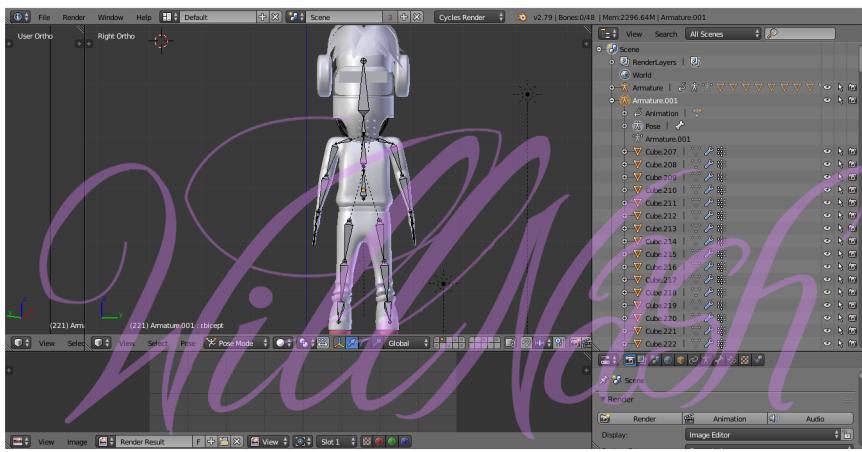
Rendering materials in cycles render. Scenes with more vertices can increase rendering time. If not texture wrapped and baked.



The compositing configuration, I use as an alternative to programs like photoshop and after effects. In this example i use it to achieve a glare effect, for each frame of animation collectively.



WuulNash



Creating the skeletal structure in Blender. The main bones in the model are all connected to one adjacent bone to create the overall structure. Certain limbs are disconnected but still attached. Root bones can be used to control various groups of bones collectively.

The weight painting process is personally my favorite process. Vertices can be painted to pair various verts to a single bone. After a skeleton is paired to the mesh. The mesh can then be animated frame by frame.

