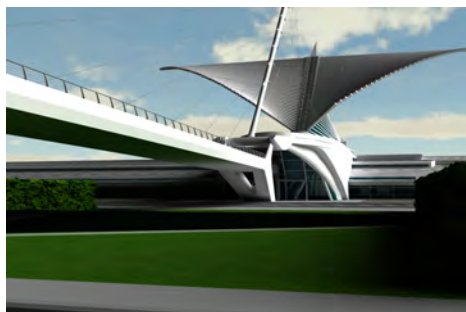
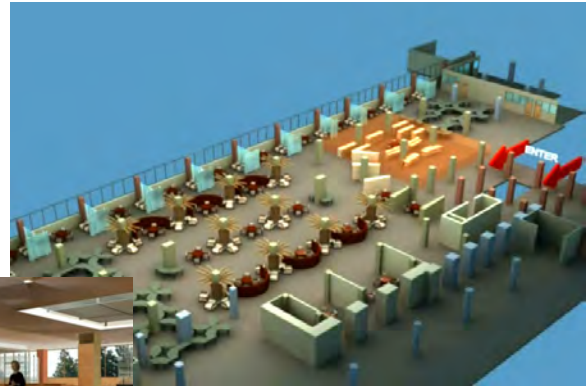


### 3D ANIMATION

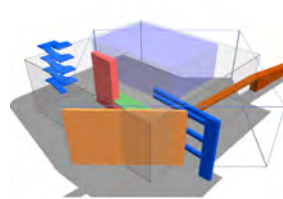
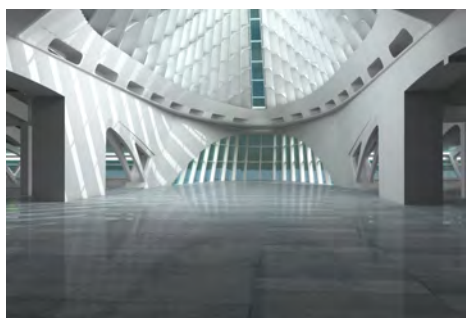
student work: computer graphic applications for design  
 architectural analysis of form and space



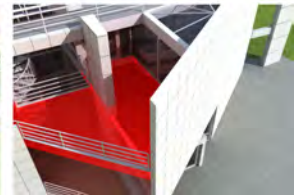
The Solomon R. Guggenheim Museum, New York  
 Animated in 3D Studio Max, AfterEffects, Premiere  
 Duration: 8min. (2002)



Ellis Library Renovation  
 University of Missouri-Columbia  
 Animated in 3D Studio Max,  
 AfterEffects, Premiere  
 Duration:10min. (2003)



The Milwaukee Art Museum by Santiago Calatrava  
 Animated in 3D Studio Max, AfterEffects, Premiere  
 Duration:10min. (2004)

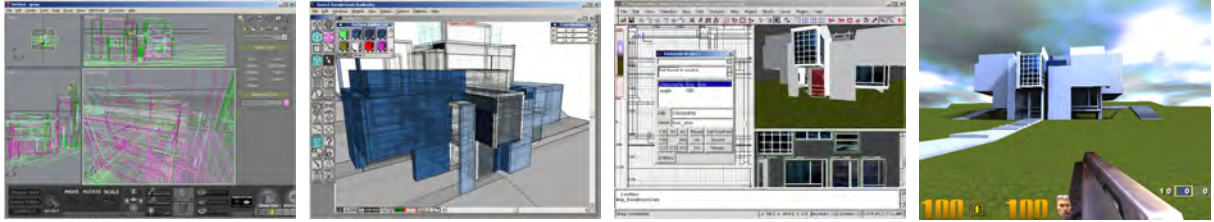


The Atheneum by Richard Meier  
 Animated in 3D Studio Max, AfterEffects, Premiere  
 Duration:16min. (2004)



# GAMING ENGINES for ARCHITECTURE

architectural representations using video gaming engines



House X : From 3D Game Engine to Virtual Representation of Architecture (2001)  
QUAKE



Computer Representation Techniques for Architectural Analysis:  
A Comparison between Game & Web 3D Environments (2003)



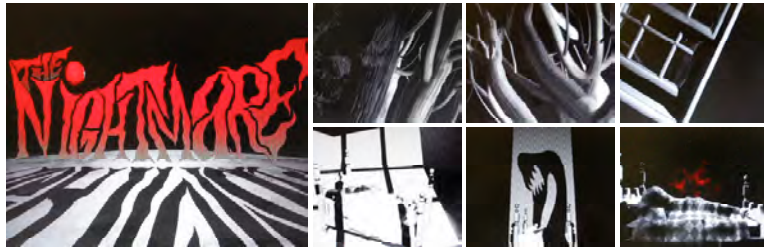
Immersive 3D Tour of a Historical Locale, Revisiting Harlem, New York (2002)



Designing Buildings in 3D Gaming Environments  
QUAKE, UNREAL TOURNAMENT  
student work: recent trends in digital media

# 3D ANIMATION

character animation | video production



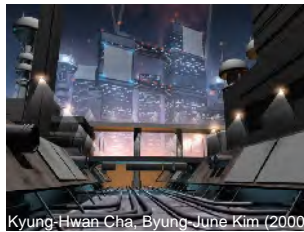
'The Nightmare'  
3D Animation by Peter Cutler, 2002.

Duration 3:10

Software used Maya, Adobe Aftereffects, Premiere, Soundforge



Luke Paxton (2001)



Kyung-Hwan Cha, Byung-June Kim (2000)



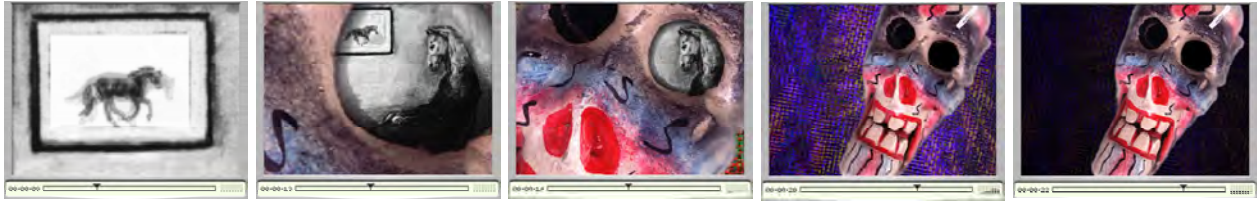
Yoonkyung Song (1999)



R&RV tv station intro movie  
graduate computer graphic application for design 2003  
Software used Studio Max, Adobe Aftereffects, Premiere, Soundforge

## 2D MOTION GRAPHICS

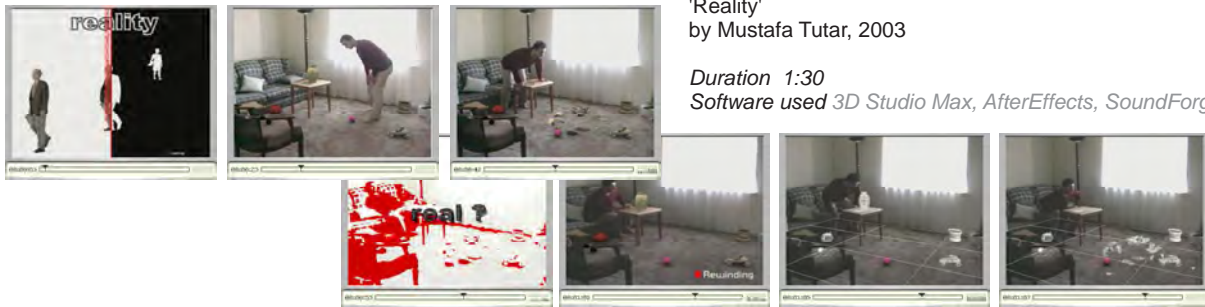
student work



'Day of the Dead', 2D Animation by Natalie Feibish, 2004

Duration 0:30

Software used Photoshop, AfterEffects, SoundForge



'Reality'  
by Mustafa Tutar, 2003

Duration 1:30

Software used 3D Studio Max, AfterEffects, SoundForge



'Egon Schiele', 2D Animation by Ki-Young Kim, 1999

Duration 0:40

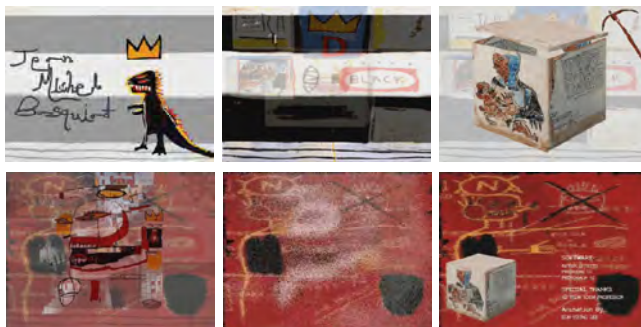
Software used Flash, AfterEffects, SoundForge



'The Last Warning', 2D Animation  
by Se-Jeong Kang, 2000

Duration 1:15

Software used Flash, AfterEffects,  
Premiere, SoundForge



'Basquiat', 2D Animation by Eunyong Lee, 2000

Duration 1:00

Software used Flash, AfterEffects, Premiere, SoundForge