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)

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

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

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


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

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