

GREGORY DIXON

3D Modeling /Rotoscoping

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Portfolio: www.gddart.com

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Education

New York University, New York, NY 2007 - 2010
Masters of Science in Digital Imaging and Design

University at Buffalo, The State of New York, Buffalo, NY, 2004
Bachelor of Arts.
Major: Media Study, Digital Arts concentration.

Professional Experience

Rotoscoping (Freelance)
Spline Vfx, New York, NY, 8/2011
Rotoscoping work for the Yellowtail wine commercial.
Commercial was for the 2011 Christmas season.
Work done in Nuke

Rotoscoping (Freelance)
Look Effects, Brooklyn, NY, 6/2011- 7/2011
Rotoscoped several shots for a 15 min short film using Nuke.

Related Projects

DeathLady: Zbrush Character Model. New York, NY 4/2014
Created a basic mesh in Maya.
Added cloths, skin and muscular detail on Zbrush.

The Stranger: Zbrush Character Model. New York, NY 12/2012
Created a basic mesh in Maya.
Added cloths, skin and muscular detail on Zbrush.

Wristlock Demonstration, New York, NY 1/2010 - 12/2010
Produced and Directed a two minute demonstration on
how to perform a martial arts wristlock using
live video and CG.
Produced models, lighting and rendering.

Love for Basketball, New York, NY 9/2007 - 12/2007
Produced and Directed a one minute video.
Sketched out the storyboard and animatic for the video.
Used Adobe After Effects to add 2D visual effects and
sound in live a video sequence.
Edited Video in Final Cut Pro.

Software Knowledge:

Autodesk Maya
Autodesk 3ds Max
Pixologic ZBrush
Mental Ray
Mel Script
Nuke
Adobe Photoshop
Adobe After Effects,
Adobe Dreamweaver
Adobe Flash
Adobe Fireworks
Adobe Illustrator
Adobe InDesign
Final Cut Pro
DVD Studio Pro
Microsoft Office
Microsoft Windows
Mac Os, Unix/Linux
Html
CSS
Asp with Vbscript
Flash Action Script

Skills

3D modeling, Lighting, Rendering,
Character Rigging, and
Rotoscoping.
Traditional Drawing and Painting.
Human Anatomy, and Perspective.
Experience in cross operating
system platforms.