

JULIUS COWAN

3D Animator & Modeler

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SKILLS

Software

Autodesk Maya
Adobe Photoshop
Adobe Premiere
Adobe After Effects

Traditional

Concept Art
Storyboarding
Scriptwriting

EDUCATION

2009 The Art Institute of Portland
Bachelor's of Media Arts and Animation

RELATED EXPERIENCES

2009 **3D Animation** - Art Institute of Portland
"Be Mine" Animated Short
- Animated scenes 14, 15, 27-32.
- Collaborated with the team to preserve continuity and clarity within and between scenes.

Software Used: Autodesk Maya, Quicktime Pro

2008 **3D Environments, Concept Art, Lighting** - Art Institute of Seattle
"Barnacle" Animated Short
- Produced concept art for characters and props.
- Modeled undersea background and pipe.
- Setup lighting and water effects.

Software Used: Autodesk Maya

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