

ben FORMAN

CG ARTIST / ILLUSTRATOR

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EDUCATION *Savannah College of Art and Design, Savannah, GA*
Master of Fine Arts, Animation 11/2005

Grand Valley State University, Allendale, MI
Bachelor of Fine Arts, Illustration 12/2002

EXPERIENCE *Animation Professor, Living Arts College - 12/2005 to Present*

- Providing instruction on the essentials of working in a production pipeline, modeling, texturing, character setup, animation, character design, story development, collaborative projects, portfolio development, and drawing.
- Assisting with developing and writing curriculum and academic procedures.

Assistant Creative Director, Firebreather Studios - 03/2007 to Present

- Overseeing of talent and projects, concept design, and storyboarding.
- Assisting with all aspects of project management.
- Working with clients to define project parameters and overall direction.
- Conducting dailies with all production interns.
- Interviewing potential intern candidates according to specific project needs.

Freelance Modeler / Texture Artist / Concept Artist, AIS Entertainment - 09/2008 to 04/2009

- "The Adventures of Warner D" [pilot for television]*
- Created all models, UV maps, and textures of all main characters.
 - Designed concept art for additional characters.
 - Recreated character turnarounds for all main characters.

Freelance 3D Artist, Visual Sciences Inc. - 04/2008 to 07/2008

- Modeled, textured, and animated assets related to accident reenactment.
- Rendered and edited footage for litigation presentation.
- Calculated mathematics to validate accuracy of animated scenarios.

Freelance 3D Artist, Lich King Studios - 09/2007 to 11/2007

- "Destiny's Dilemma" [game for the Nintendo DS]*
- Modeled, UV mapped and animated the main character for a cinematic movie.
 - Modeled, UV mapped, and textured environment assets for a cinematic movie.

Freelance Illustrator / Graphic Designer, Historic Imaginations - 05/2004 to 09/2005

- Illustrated specialty game cards for the game "SIEGE".
- Designed branding for the company, products, and promotions according to client specifications.

Project Manager / Lead Graphic Designer, University Promotions - 01/2000 to 07/2003

- Assisted the Art Director with overseeing of all designers and design approval.
- Designed for the University; logos, booklets, brochures, T-shirts, posters, concert tickets, and web graphics.
- Worked one on one with clients to establish the look and feel of each project in order to achieve advertising objectives.

SOFTWARE WINDOWS / MAC OS PROFICIENT

Maya 2009
Photoshop CS4
Premier Pro

Mudbox 2009
Illustrator CS4
Camtasia 4

xNormal
After Effects CS4

Currently Learning
Unreal Development Kit

Zbrush

Perforce

SKILLS Modeling
Digital Sculpting
Character Setup
Digital Illustration

Texturing Painting
Normal Map Creation / Extraction
MEL Scripting
Branding / Graphic Design

UV Layout
Concept Development
Digital Painting
Drawing / Painting