

# ALEX HARRIS

PREVISUALISATION - ANIMATION - CG ART

EMAIL: alex@alexfoxxharris.com TEL: 863.944.4618

## ARTIST RESUME

## [DEMO REEL LINK](#)

### SKILLSET

**Autodesk** | Maya, 3D Studio Max, MotionBuilder, Mudbox

**Adobe** | Photoshop, Flash, Animate, AfterEffects, Premiere, Encore, Illustrator

**Avid** | Symphony Nitris DX, Media Composer, Unity

**Vicon Blade**

**Storyboard Pro**

**Telltale Tool**

### EDUCATION

#### **Master of Fine Arts in Animation**

2013, Savannah College of Art and Design

#### **Bachelor of Fine Arts in Film and Television**

2008, Savannah College of Art and Design

*Summa Cum Laude*

### MEDIA / INDUSTRY EXPERIENCE

#### **Professor of Animation, Adjunct**

**Sanford-Brown College, (2013-2017)**

Career Education Corporation, Tampa and Orlando Campus

#### **Cinematic Apprentice**

**Telltale Games, (2016)**

\* Created an Interactive Stage using the Telltale Tool over a One Month Apprenticeship program.

\* Utilized and gained familiarity with Plastic<sup>SCM</sup> Version Control Software.

#### **Director, Producer, Lead Animator**

*First Flight, (2013)*

#### **Previsualisation Lead**

*E.V.O.G. / Evolution Frog, (2012 - 2013)*

director: Beom-Jun Kim

#### **Compositing, Visual Effects, Storyboard Artist**

*The Boatman's Ghost, (2011)*

director: Ahren Wert

\*Featured in *3DArtist Magazine*, Issue 25, p. 111, November 2011.

#### **Producer, Composer, Animator, Matte Painter, Storyboard Artist**

*Into the Deep, (2011)* - Official Selection at the Burbank International Film Festival, 2011

director: Nicki Mula

#### **In-House Graphic Designer and Flash Animator**

Polk County Public Schools, School Technology Services (2005 - 2011)

# ALEX HARRIS

PREVISUALISATION - ANIMATION - CG ART

EMAIL: alex@alexfoxxharris.com TEL: 863.944.4618

## PROFESSIONAL MEMBERSHIPS

ACM SIGGRAPH | [www.siggraph.org](http://www.siggraph.org)

PREVISUALIZATION SOCIETY (Educational Membership) | [www.previsociety.com](http://www.previsociety.com)

## CURRICULUM VITAE

### COURSES TAUGHT (PRIMARY INSTRUCTOR)

Sanford-Brown College (Orlando Campus)

#### Animation Theory

Intro to Animation History in addition to an introduction to Adobe Flash and 2D Animation Techniques

#### Design Principles

Imparts good design principles with a focus on screen design, utilizing Photoshop, After Effects, and Premiere.

#### 3D Modeling I

An introduction to basic 3D Modeling using Autodesk Maya. Simple Characters and Props created throughout.

#### 3D Modeling II

More advanced modeling techniques including environmental, displacement maps, and the human face.

#### 3D Texturing

Basic 3D Texturing covering UV Layout, Procedural Textures, and Animated Textures and the Hypershade Interface.

#### Animation Fundamentals

A closer look at 2D Character Animation techniques, focusing on emotion and exaggeration, using Adobe Flash.

#### 2D Animation

Production pipelines, scheduling, and publishing are covered during the creation of a short film by the end of term.

#### Storyboarding & Storytelling

This course (for the Game Design program) focuses on traditional storyboarding using cinematic language to convey a story to an audience.

#### Cinematography

This course focuses on visual storytelling using traditional cinematic language in a digital environment. Previsualisation exercises in Autodesk Maya are created throughout the term.

#### Dynamics

This course focuses on creating and customizing particle emitters, as well as soft and rigid body collisions and fluid FX.

*Continued on next page...*

# ALEX HARRIS

PREVISUALISATION - ANIMATION - CG ART

EMAIL: alex@alexfoxxharris.com TEL: 863.944.4618

## COURSES TAUGHT (PRIMARY INSTRUCTOR) Sanford-Brown College (Orlando Campus)

### **Motion Graphics**

A Motion Graphics course for basic titling and design using Adobe After Effects for a Television Audience.

### **3D Lighting Setup**

This course focuses on lighting in a 3D Environment, covering everything from basic 3-Point Lighting Setups, to Cinematic Lighting Techniques, all the way to Photorealistic HDRI rendering.

### **3D Animation**

This course focuses on animation of objects and characters in a 3D environment and how the 12 principles can be applied to produce more visually interesting animation.

### **3D Character Animation**

This course focuses on animating characters in a 3D Environment, expanding on the principles of animation as they apply to emotional and physical acting

### **Visual Storytelling**

Students expand on what they have learned in Cinematography and apply it to their work while developing their own personal capstone studio project.

### **Pre-Production**

Students begin to construct assets necessary to begin full production of their capstone studio project.

### **Production Studio I**

Expanding on what they achieve in the Visual Storytelling and Pre-Production courses, students begin the production of the capstone studio project.

### **Production Studio II**

Expanding on what they achieve in the Production Studio I, students continue the production of the capstone studio project.

### **Concept Development**

Students organize, plan, and create look-development materials that will be utilized in during pre-production of their capstone studio project. Emphasis on Storytelling, Script Writing, and Concept Art.

### **Business of Animation**

Introduces students to the business side of the animation industry. Students will have the opportunity to learn various business aspects which include how to secure investors, working with financial budgets and keeping employees motivated and on schedule.

## COURSES TAUGHT (PRIMARY INSTRUCTOR) Sanford-Brown College (Tampa Campus)

### **Broadcast Animation I | (Fall 2013)**

A Motion Graphics course for basic titling and design using Adobe After Effects for a Television Audience.

## DEMO REEL BREAKDOWN

## DEMO REEL LINK



title: *First Flight (2013)*  
director: Alex Harris  
role: Camera, Textures, Matte Painting



title: *First Flight (2013)*  
director: Alex Harris  
role: 2D/3D Animation & Modeling, Compositing, Textures



title: *E.V.O.G. / Metal Frog*  
director: Beom-Jun Kim  
role: Previsualisation Lead



title: *First Flight (2013)*  
director: Alex Harris  
role: 2D/3D Animation, Compositing



title: *First Flight (2013)*  
director: Alex Harris  
role: 3D Animation, Camera, and Environment Textures



title: *The Boatman's Ghost (2011)*  
director: Ahren Wert  
role: Compositing, Storyboards, and Visual Effects.

\*Film was featured in *3DArtist Magazine*, Issue 35, p. 111. November 2011.



title: *First Flight (2013)*  
director: Alex Harris  
role: Camera, 3D Animation, Environment Artist, VFX  
2D/3D Animation & Modeling, Compositing, Textures

## DEMO REEL BREAKDOWN



title: *Into the Deep* (2011)  
director: Nicki Mula  
producer: Alex Harris  
role: 3d Animation on Shot 2 (coral reef) and Shot 10 (squid escape)  
BG Matte Painter, Caustic Effects. Storyboards

\*Official Selection at the Burbank International Film Festival, 2011. Burbank, CA



title: *First Flight* (2013)  
director: Alex Harris  
role: 2D/3D Animation, Camera, Compositing & Env. Textures



title: *VICON BLADE MOTION CAPTURE DEMO*  
technician: Alex Harris  
role: Vicon Data Export, Motionbuilder Cleanup, Performer



title: *Twin Spires, One Last Time Trailer\** (2008)  
director: Alex Harris  
role: Camera, 3D Animation, Environment Artist, VFX  
\*Mock- Theatrical Teaser Trailer



title: *First Flight* (2013)  
director: Alex Harris  
role: 2D/3D Animation, Compositing



title: *Twin Spires, One Last Time Trailer\** (2008)  
director: Alex Harris  
role: Camera, 3D Animation, Environment Artist, VFX  
\*Mock- Theatrical Teaser Trailer



title: *First Flight* (2013)  
director: Alex Harris  
role: 3D Animation, Camera, & Environmental Textures

See full versions of these films, and even *more* examples of my animation work at

[ALEXFOXHARRIS.COM/FILMS.HTM](http://ALEXFOXHARRIS.COM/FILMS.HTM)