

**Adam Waters**

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**Objective:**

To work with an inspiring and creative team, where I'm able to filter my skills and become beneficial to the project team and company. Also to push my artistic horizon while working on present projects and preparing for future projects.

**Experience:**

**3D Layout Artist, O Entertainment, San Clemente Ca** 02/08- present

- Worked Closely with directors to help achieve their vision from 2D storyboards Into 3D shots.
- Assisting with animation, and animation clean-up when needed

**Nutty Bargain (3d Pre Production/ Production project)** 01/07 - 06/07

- Set up lighting for production team
- Rigged elephant cage and worked with team to solve rig problems for performance of the Elephant and cage combination
- Modeled props for the environment
- Character animation
- Render assigned sequences using mental ray

**Technical Skills:**

**Autodesk Maya**

- Animation
- Lighting
- Modeling
- 3D Stereoscopic

**Adobe Premiere**

- Creating Transitions
- Multi-cam Editing

**After Effects**

- Color correction
- 3D compositing ( Diffuse/ Spec/ Shadow)
- 2D compositing

**Education:**

The Art Institute  
Of California - Orange County

Bachelors of Science in Media Arts and Animation  
Santa Ana, CA 10/04 - 9/07

**Affiliations:**

- Cg Talk - www.cgtalk.com [Sept. 07 - Present]
- 11 Second Club - animation club [April. 07 - Present]