



JD. Smith

Digital Media Portfolio



# ANIMATION



"Towerborne", Stoic Studios, responsible for layout, character and camera animation.



"Clockwork Revolution", inXile Entertainment, responsible for layout, character and camera animation.



"Alien: Rogue Incursion", Survios, responsible for mocap integration & clean-up, and camera animation.



"Assemble!", demo, responsible for layout, character and camera animation.



"Beta v Alpha", demo, responsible for character animation.



"Ninja Ralph", demo, responsible for character and camera animation.

As an Animator, I have utilized software such as Maya, Unreal Engine, Blender, Motion Builder and iClone to keyframe characters as well as apply motion capture to bring them to life in the 3D space. Originally coming from a video & film production background, I am able to apply my photography knowledge to 3D cinematics as well, having been part of film previs on such projects like Disney's Pinocchio, Transformers: Rise of the Beats, Fly Me To The Moon, Aquaman 2, and more.



# ALBUM LAYOUT

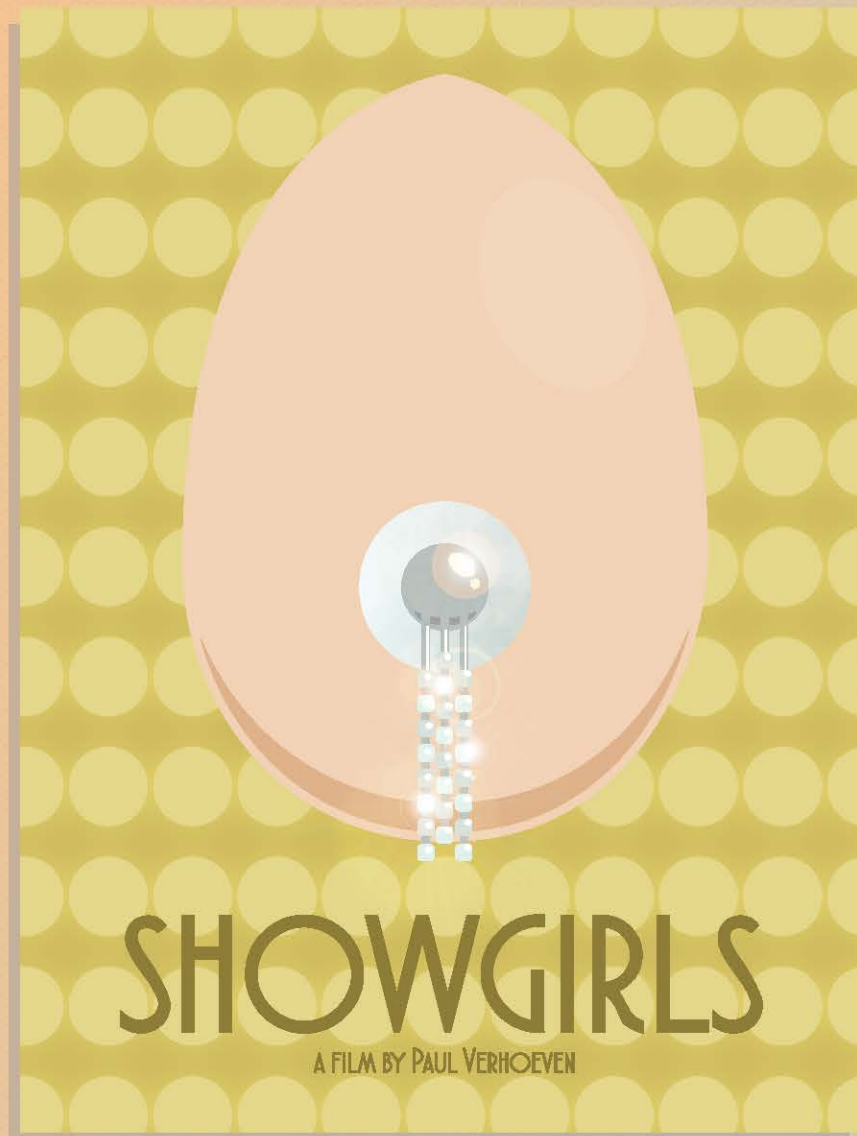


Corpse character drawn by Wahyv Satria

For the band Zombeast's sophomore album, I took the render of a corpse by the artist W. Satria and incorporated a Necronomicon/mid-evil medical aesthetic that thematically went along with much of the albums subject matter.



# VECTOR ARTWORK



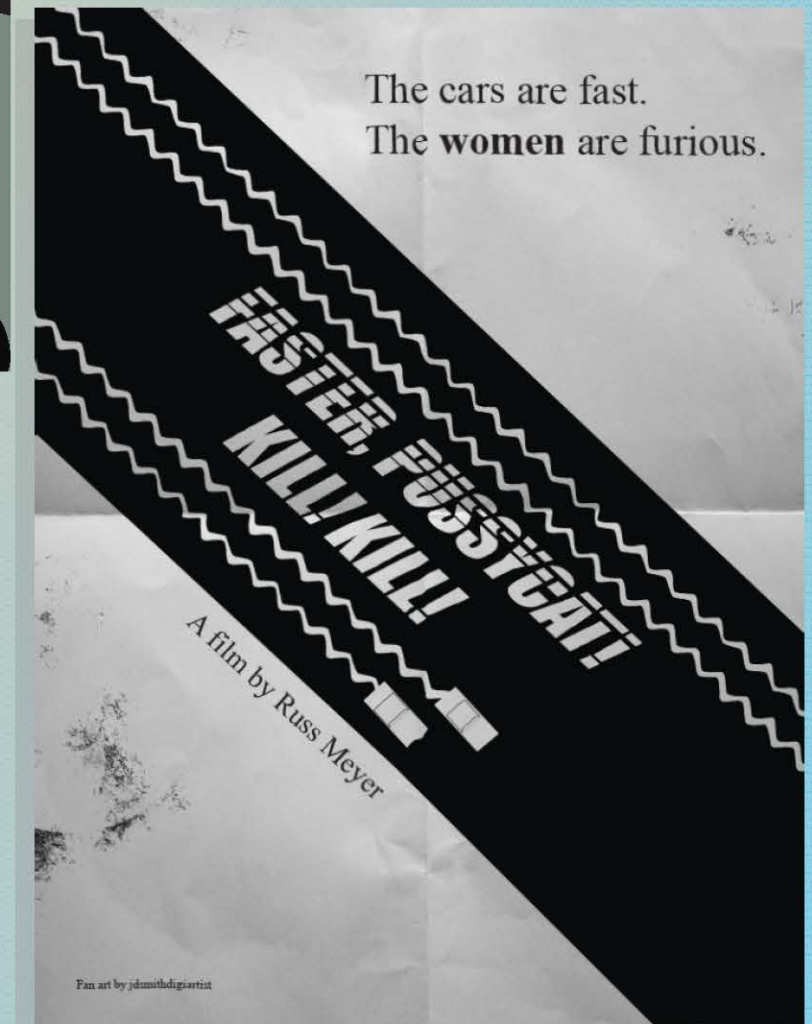
For web, personal project, done in Illustrator.



For web, personal use, vector recreation of photo, done in Illustrator.



For web, personal use, vector recreation of photo, done in Illustrator.

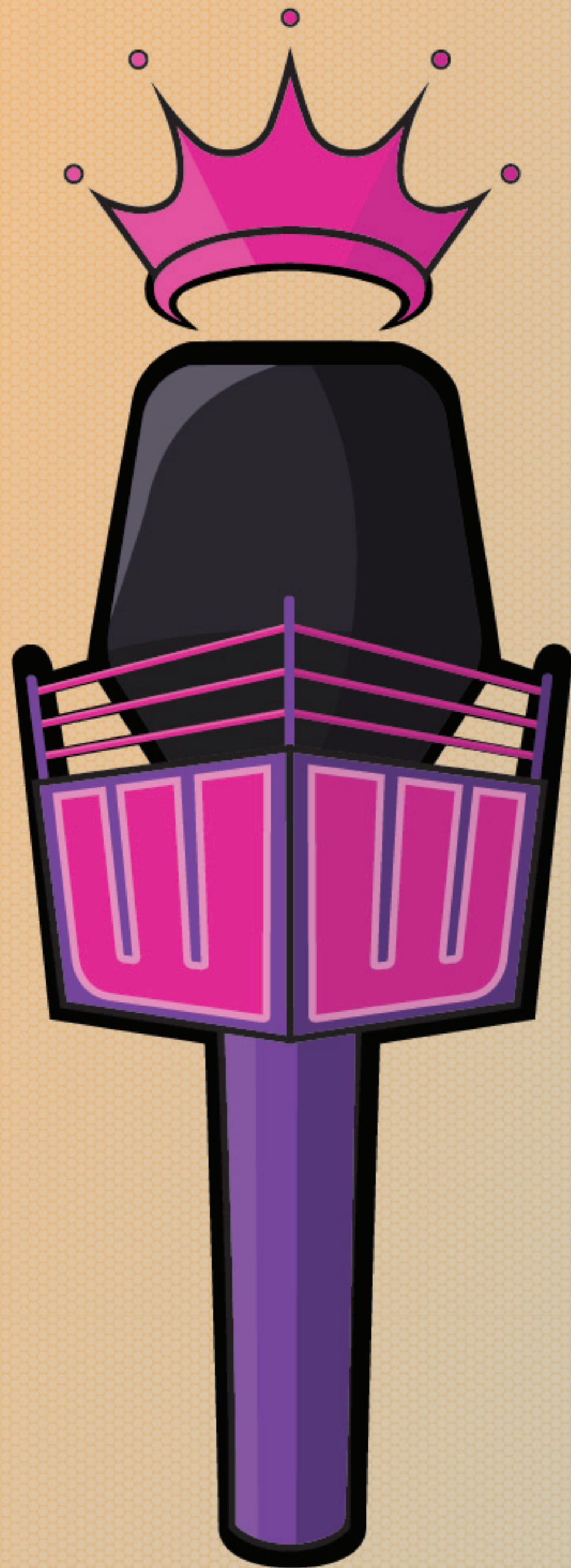


For web, personal use, tribute art, graphics done in Illustrator, texturing done in Photoshop.

When it comes to fan/tribute art, I enjoy trying to summarize the essence of the movie/property. For *Showgirls*, my aim is to make the viewer chuckle because they know exactly what they are looking at. In the case of *Faster, Pussycat! Kill! Kill!* I took the idea of tire tread and used its pattern to convey dust and smoke coming from the two cars racing each other since the movie takes place in a small desert town. The tag line was a no brainer considering the biggest movie franchise centered around fast automobiles are the F&F series.



# LOGO DESIGN



**THE CREATIVE HUDDLE**  
SOCIAL MEDIA MANAGEMENT FIRM



**GRINDING THE BEAN**  
*Coffee and Pastry*

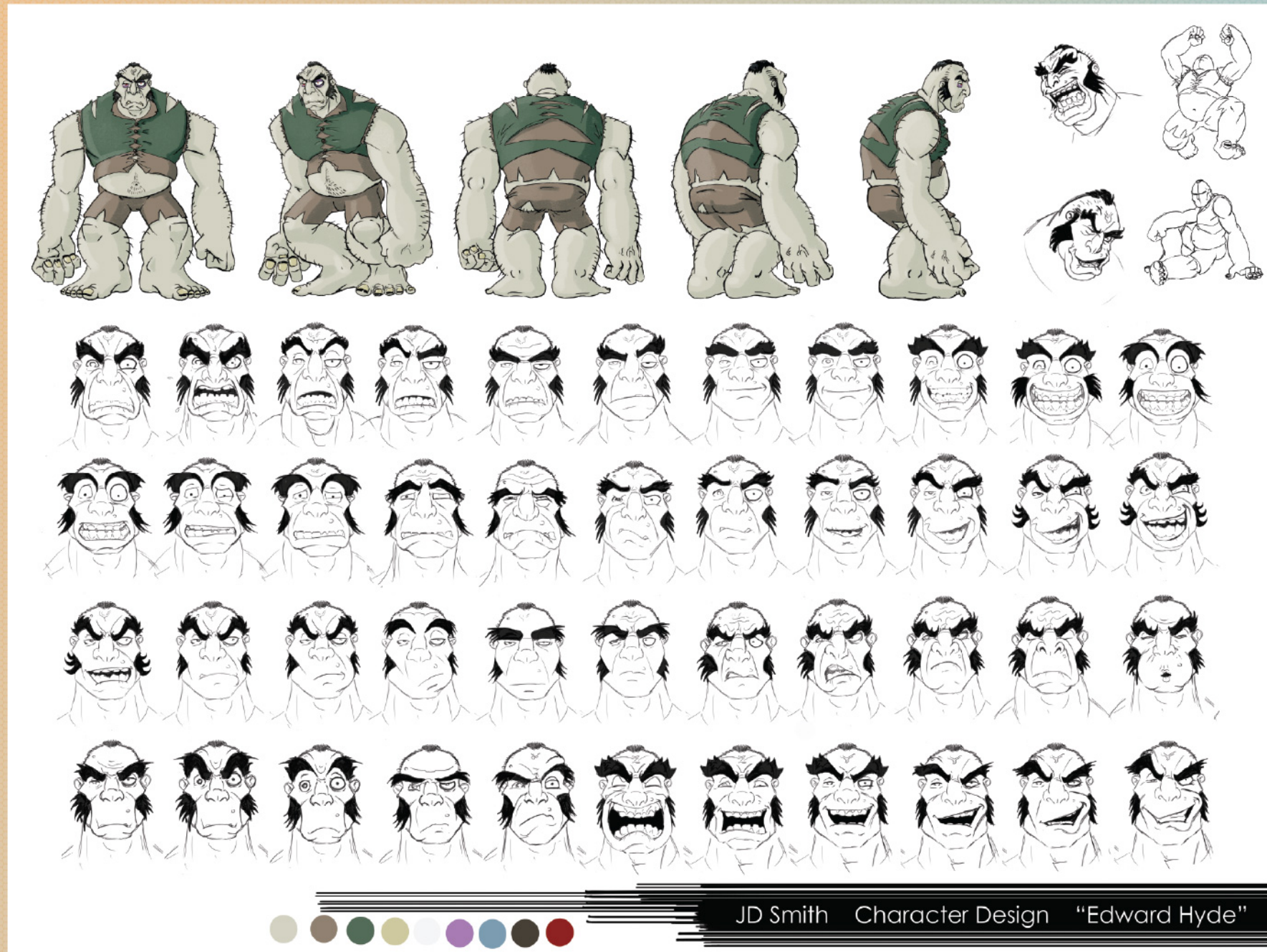


**POSEIDON ENERGY**  
DRINK THE SEA

One of my favorite parts being a Digital Media Artist is helping create logos for brands as well as film/tv production. For the Creative Huddle, the challenge was to really push the social media aspect so rather than just a light bulb, I decided to make it look like app logo. For Women's Wrestling Talk, I thought it was a no-brainer to put a wrestling ring around the prominent item of a talk show (the microphone) to convey visual communication about what the brand is about.



# CHARACTER DESIGN



Digital, for personal project, Photoshop.

My take on Edward Hyde for my own personal project. My design was largely based on a silver back gorilla with eyebrows and sideburns designed in a way that allows for exaggerated expressions. My color palatte was picked so that nothing about him comes off as flashy or attractive. I wanted him to feel dusty and cranky.



# CHARACTER DESIGN



Creature design and variation, digital paint, Photoshop.



Sculpt from 2D character design, clay.



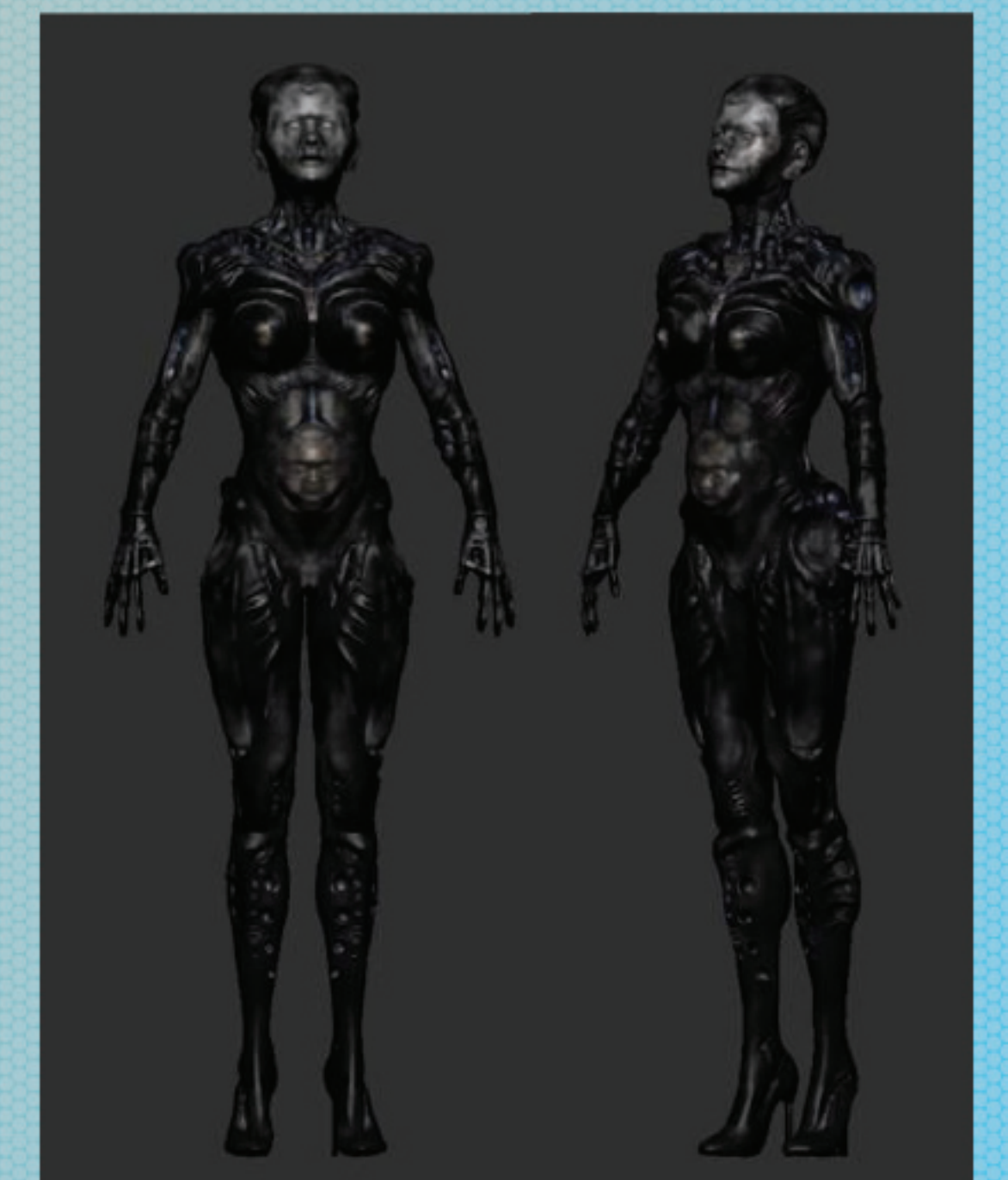
Fantasy character design, digital paint, Photoshop



Character design for, personal project, digital paint, Photoshop.



Sci-fi creature design for personal project, photo bash, Photoshop.

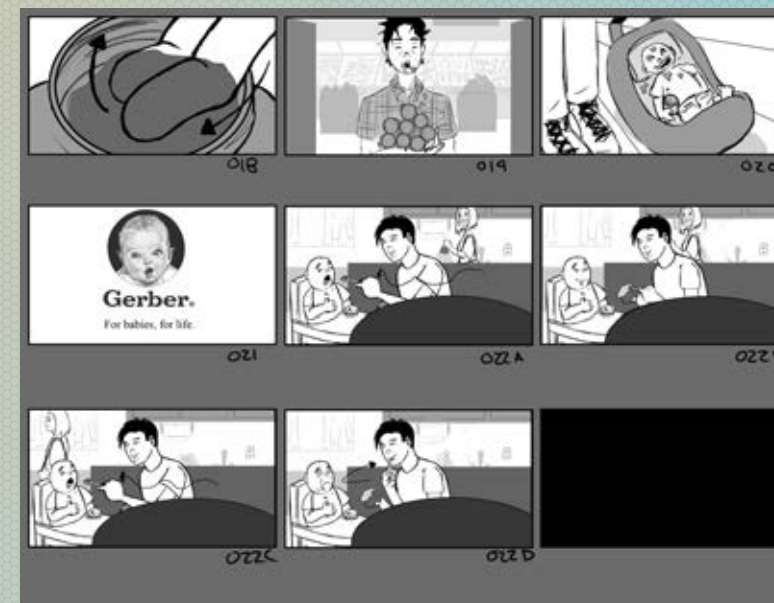
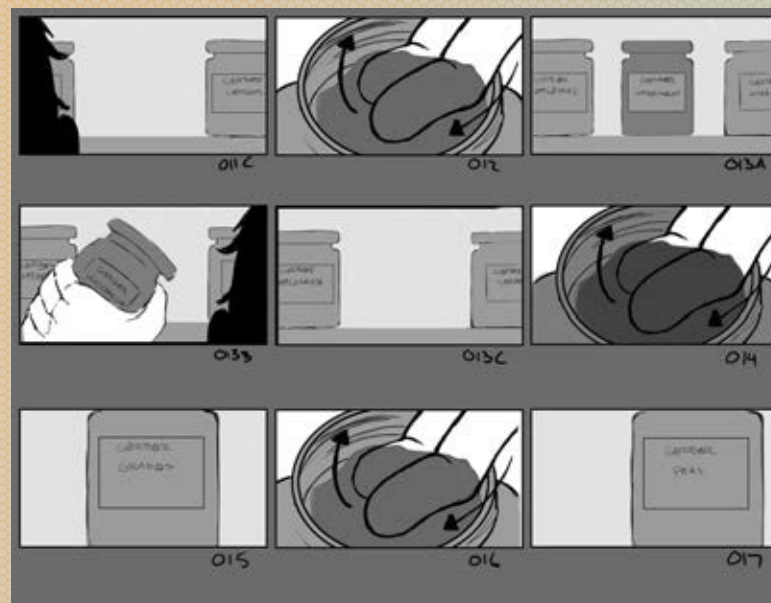
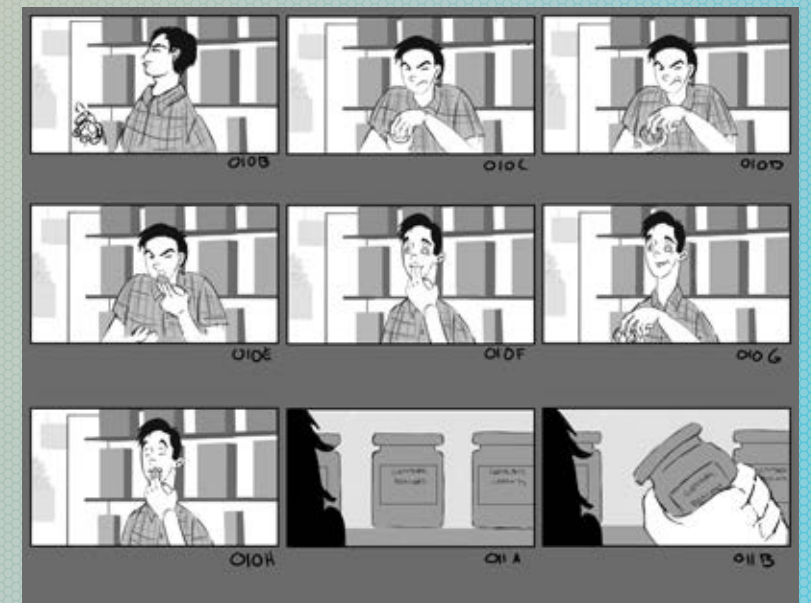


3D sculpt, personal project, painted in Mari

Being a Digital Media Artist allows me to express myself in a variety of different formats and styles. In addition to animating in 3D, I am able to use my 3D knowledge and create characters as part of my workflow alongside creating in 2D. Comic book art, cartoon, photobashing and sculpting are just a few different techniques that I utilize to create characters.



# STORYBOARDS

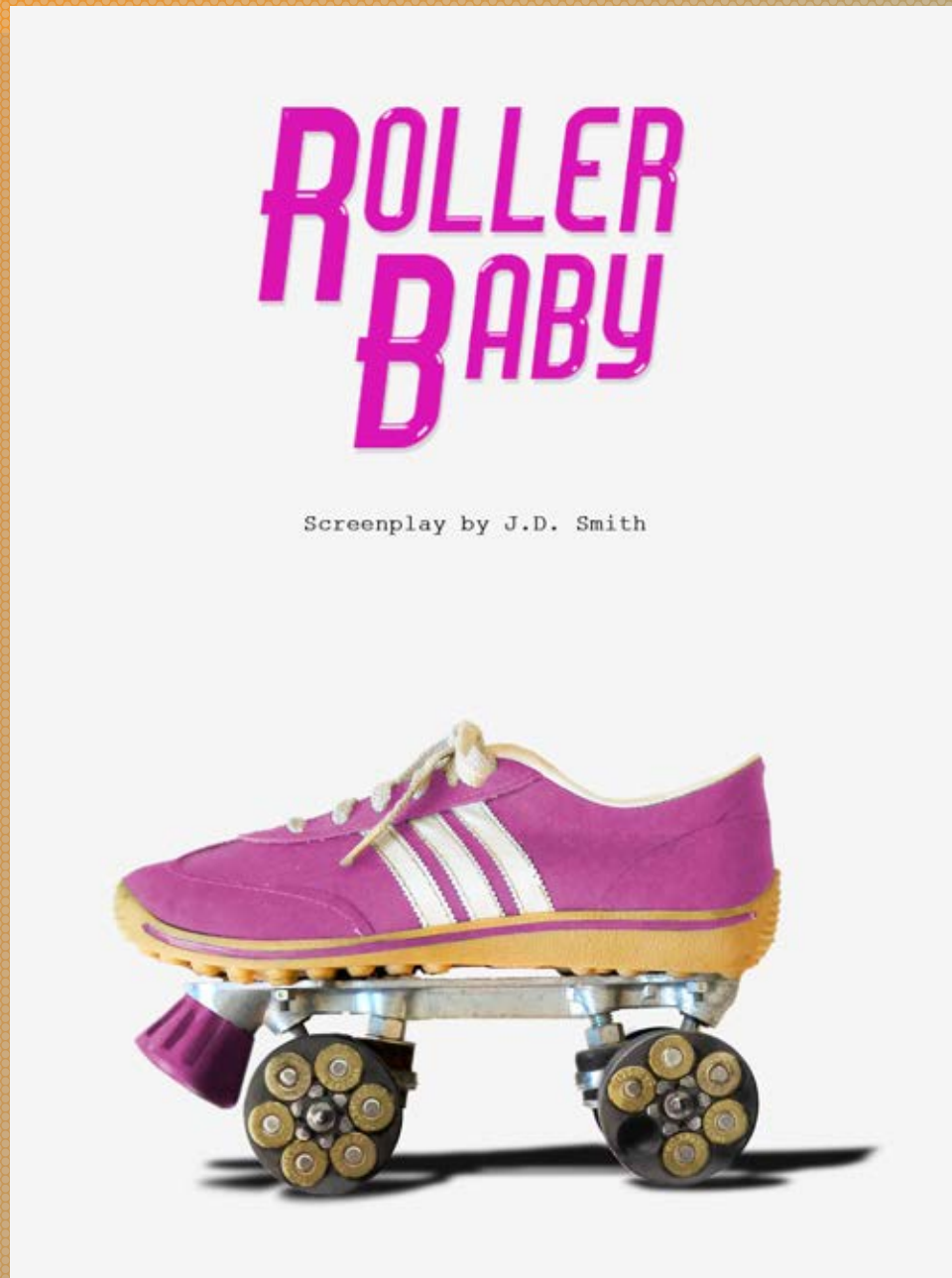


For bid, spec, done in Photoshop.

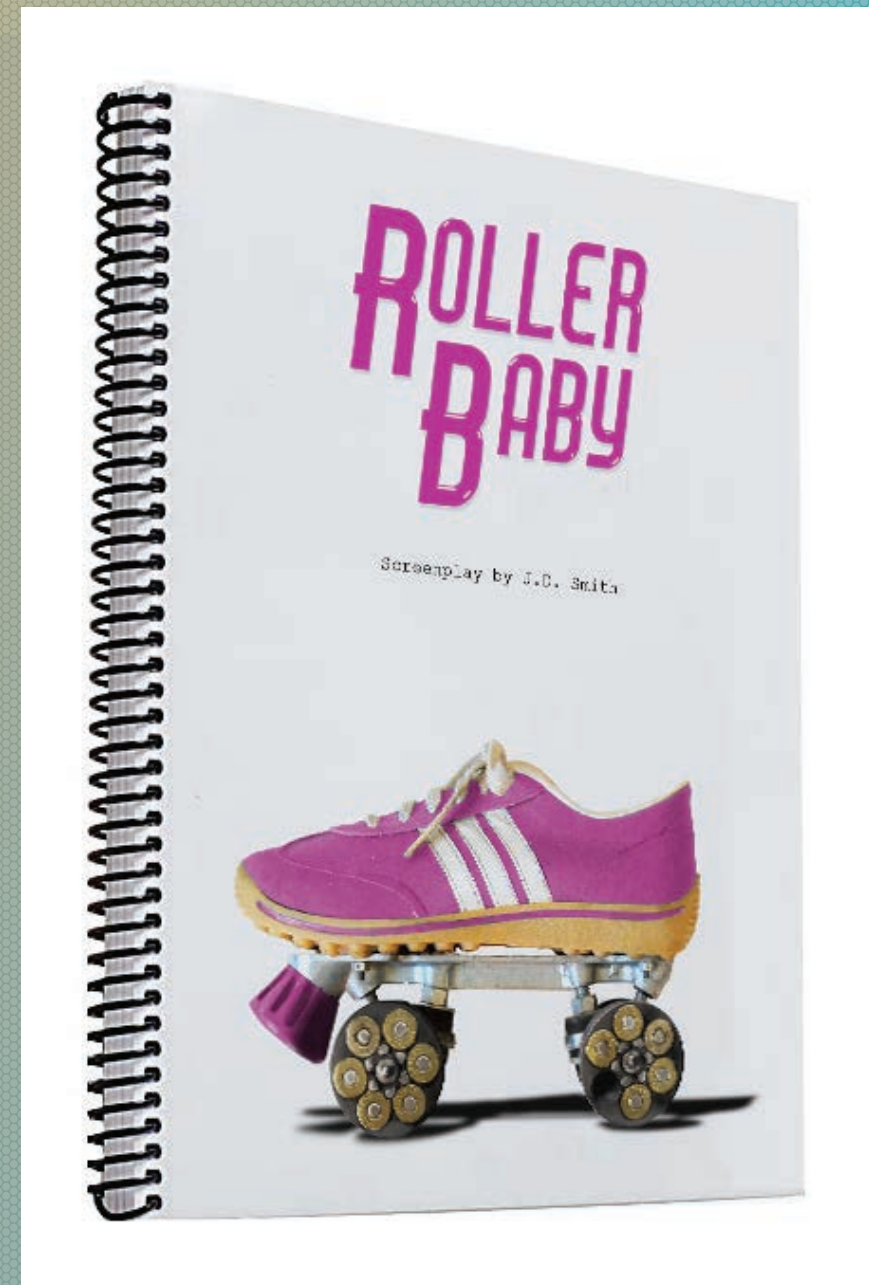
With a background in animation, I'm no stranger to sequential storytelling. Often times, storyboards can get a project green-lit and other times, it can help give color to the director and producers' idea, making it more of a tangible concept. For the sample above, I was tasked with a 30-second TV spot, no hard rules, just "make the idea of buying baby food fun rather than a errand."



# KEY ART FOR FILM PITCH



For print, personal project, done in Photoshop.



For web, personal project, preview of finished use, done in Photoshop.

The idea for this was to convey the basic idea of the feature film in a single image without the benefit of a cast as well as leaving intrigue. The title logo gives it the feeling of motion while its rounded corners symbolize a roller derby bank track. The one empty chamber lets the audience know something is a little off. The skate shoe is a photo-bash of stock images; everything done in Photoshop.



Contact me:

[jdsmithdigiartist.com](http://jdsmithdigiartist.com)

[jdsmithdigiartist@gmail.com](mailto:jdsmithdigiartist@gmail.com)