

Morgan Griffiths

graphic design · 3D animation

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demo reel demo.astrolabedigital.com

portfolio portfolio.astrolabedigital.com

Work Experience

2012

2011

2010

2009

2008

2007

Stereoscopic Composer

Digital Domain · Port St. Lucie, FL

Experience with feature film stereo pipeline including photo-real paint, working with depth passes, and integration of CG elements

Graphic Design Freelance

Randa Accessories · Bloomfield, NJ

Designed product packaging and point of sale materials for retail outlets
Design support for sales personnel, including realistic product display mock-ups
Photography editing for packaging and online retail

Compositing and Scene Finishing Artist

Walsh Family Media · Brooklyn, NY

Lighting, and rendering of cg animations using Autodesk Maya and Mental Ray
Compositing of CG render passes primarily using Adobe After Effects
Extensive use of Maya particle, fluid, and nCloth dynamics, along with liquid effects using Nextlimit RealFlow

Education

Full Sail University · Winter Park, FL

Bachelor of Science Degree - Computer Animation

January 2006 - November 2007

County College of Morris · Randolph, NJ

Graphic Design, Web Design, and Photography Coursework

September 2002 - May 2005

Skills

2D/GRAPHIC DESIGN

Website design and layout
Graphic design for web, print, and advertising
Motion graphics for web and broadcast
Industry film and CG node-based compositing
Rotoscoping, Chroma keying
Paint, Wire/Rig removal
Texture painting for 3D applications

Video editing and compression

HTML and CSS programming

Basic PHP and Actionscript programming

3D COMPUTER GRAPHICS

3D film tracking

Dynamic effects including particles, fluids, and cloth

Modeling, texturing, lighting and multi layer-based rendering

Mental Ray shading and rendering experience