



character animation
graphic design
concept art
visual effects
sculpture

260.399.7700 X 8023
rolewis@sf.edu



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education

Academy of Art University

master of fine arts in animation and visual effects

in-progress

Related coursework: CG animation, 2D/CG character design, traditional animation and storyboarding.

Indiana University

bachelor of fine arts in visual communication and design

graduated May 2003

Related coursework: computer animation, video editing, 2D/CG character design and graphic design.

experience

Digital Media Specialist

Sept. 2014-Dec. 2015

IPFW CELT

Indiana-Purdue University, Fort Wayne, IN

-Responsible for providing support and training to faculty members in streamlining their classroom experiences to a more hybrid (online/physical) teaching format.

Limited Term Lecturer

Aug. 2011-Dec. 2015

Indiana-Purdue University, Fort Wayne, IN

-Responsible for providing support and tutorials to students in a variety of computer animation and graphic design applications.

Courses taught:

Visual Communication and Design

VCD-H301-01 History of Animation

Students explore and discuss the practices, processes and history of the animation industry from early civilization to the 21st century.

Textbook used: The World History of Animation by Stephen Cavalier

VCD-P204-02 Introduction to 3D Design

This course introduces the creative design process, as well as formal principles and elements used in three-dimensional design. The course includes regular readings, lectures, demonstrations, discussions, studio assignments in various media, and group critiques of student work. *Materials used:*

SuperSculpey modeling compound, chipboard, aluminum wire, plasticine.

VCD-P313-01 Animation I: Stop Motion and Traditional Animation

Students explore various methods in creating traditional animations including stop-motion, claymation, traditional (2D), cut paper and other experimental methods. *Software used: Adobe PhotoShop/AnimDessin and DragonFrame.*

Associate Faculty member

Sept. 2004-Sept.2010

ITT Technical Institute, Fort Wayne, IN

-Responsible for providing support and tutorials to students in a variety of computer graphic and game design applications.

Courses taught:

Visual Communication (Associate)

IT107 Instructional Design

Students are introduced to the theories and practices of instructional design in relation to the development of interactive tools for training. *Software used: Adobe PhotoShop and Microsoft PowerPoint.*

experience (cont'd)

IT212 Broadcast Graphics

Principles of type design, image manipulation and communication are applied in the creation of 3D models, visual effects and motion graphics for the broadcast industry. *Software used: Autodesk 3ds max, Adobe PhotoShop, Illustrator and AfterEffects.*

IT309 Animation I

This course introduces the basic principles of animation, keyframe animation and story development. *Software used: Autodesk 3ds max and Adobe Premiere Pro.*

IT310 Audio/Visual Techniques

Students are introduced to concepts and principles of video and audio editing. The course also introduces students to terminology, techniques and methods used in the film industry. *Software used: Adobe Premiere Pro, SoundForge and Adobe SoundBooth.*

IT311 Animation II

A continuation of IT309 Animation I, students are introduced to the methods of quality character design for the use in film and game design. Concept development, storyboarding, storytelling, and solid character construction in a 3D animation program will be applied during the creative process of generating a computer animated sequence. *Software used: Autodesk 3ds max, Adobe PhotoShop and Premiere Pro.*

VC100 Introduction to Design

The fundamental principles of design and color through creative problem solving exercises are covered in this course. Elements of two dimensional form, Gestalt principles, the working relationship between perceptual design principles and communication concepts in the graphic design context will be examined. *Software used: Adobe PhotoShop and Illustrator.*

VC130 Digital Type and Image Manipulation

This course focuses on image manipulation and typography with a focus on utilizing existing images and type to create new and unique compositions in a digital framework. *Software used: Adobe PhotoShop and Illustrator.*

VC210 Modeling in 3D

Students explore the principles of 3D and apply them in the creation of computer representations using appropriate modeling software. Emphasis will be placed on creation of accurate models rendered with color, shading, texture mapping and lighting to simulate effects of materials, finishes and surface graphics. *Software used: Autodesk 3ds max*

VC230 Digital Prepress

This course presents advanced printing production processes and various conventions used in the industry. Students are familiarized with the conventions, practices and terminologies used in traditional and computer-based printing processes. *Software used: Adobe PhotoShop, Illustrator, InDesign and Quark Xpress.*

VC250 Design Project

The Design Project (the final project for an Associates degree) course provides an independent learning experience directed towards the completion of a graphic design project from start to finish. Project will require prior approval by the instructor. *Software used: open to student's preferences.*

Computer-Aided Drafting and Design (Associate)

CD140 Rapid Visualization

This course is an introduction to the techniques of freehand drawing and its application to technical sketching and design visualization. Exercises include drawing of two and three-dimensional shapes and objects, spatial thinking and eye-hand coordination in relation to the practice of drafting and design.



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experience (cont'd)

CD340 Physical/3D Modeling

Student are introduced to tools used in the manipulation of two-dimensional materials to convert them into precise three-dimensional models of various forms, products or architectural space layouts. Students will also use software to model objects and spaces along with light, shadows, color and textures that are placed in appropriate backgrounds. *Software used: Autodesk 3dsmax and VIZ.*

Digital Entertainment and Game Design (Bachelor)

GD300 Introduction to Gaming Technology

This course offers an introduction to game theory. Topics of study include the history of various types of games, survey of computer game categories and platforms, major game components, and an overview of the game development process.

GD310 Managing Game Development

This course offers an overview for the game design process, from the concept phase to the final delivery phase. Topics include project management and game design documents. *Software used: Microsoft Project.*

GD320 Physics of Animation

This course introduces concepts for simulating the real world in a virtual game environment. Topics include: simulating gravity, simulating friction, modeling acceleration and velocity, trajectories, kinematics and motion control, collision detection and response and object mass displacement. *Software used: Autodesk 3ds max, Maya, Adobe PhotoShop and Premiere Pro.*

GD330 Game Design Process

This course introduces issues inherent in the process of game design. Topics of instruction include the skills and tools needed for story and character development, game design, pre-production, prototyping, testing, end-user testing, human interface, content development and communication documents

GD340 Creative Writing and Storyboarding

This course examines how creative writing techniques can be used to develop game interactions for helping to maintain the players interest. Key elements include: translating rough ideas into a workable script; development of the storyboard based on the principles of storytelling, plot, conflict, action and character development; and camera angles, camera moves and character posing. *Software used: Microsoft Word*

GD350 Game Design Strategies

This course explores game design concepts, such as challenge, reward, penalties, game balance, level of difficulty, artificial intelligence, game genres and the social aspects of gaming. A group project involves designing a simple 2D computer game.

GD360 Advanced Animation

This course examines advanced animation techniques such as multiple key frame methods, character setup tools and two-limb animation solver. A discussion of scripting as it pertains to video game development is also included. *Software used: Autodesk Maya*

GD375 Level Design

This course introduces the art of game and level design. A combination of lecture, discussion and hands-on applications are used to teach issues addressed by game and level designers. The course integrates theories and skills from a number of other disciplines to demonstrate and simulate the decisions, skills, tools, problems and working conditions of a level designer. *Software used: Autodesk 3ds max, Maya, Torque 3D and Unity3D.*

GD400 Game Interface Design

This course examines the navigation and control, visual appeal and functional aspects of the game interface. Case studies of successful and unsuccessful user interfaces are used to illustrate and evaluate the effectiveness of user interface designs. *Software used: Adobe Flash*



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experience (cont'd)

GD410 Game Engines and Productions

This course analyzes both commercial and open-source game engines, and how to apply different technologies based on the type of game being developed. Students will work from existing engines to explore the possibilities of developing their own game. *Software used: Torque 3D and Unity3D.*

GD430 Game Development Team

This course describes the various teams involved during game development. The roles and skills of the game designer, artist, programmer, tester and project manager are described.

GD440 Game Design Capstone Project

Each student will be assigned to a team to design a game approved by the instructor. The project content will involve several areas of study from courses in the program and the use of project management technique, including concept paper, design document and prototype of their game idea. *Software used: open to student's preference.*

Associate Faculty member

Jan.2004- May 2004

Indiana-Purdue University at Fort Wayne, Fort Wayne, IN

- Conducting a college level course in Digital Imaging for Non-Art Majors
- Responsible for providing support and tutorials to students in a variety of computer graphic software packages.

Courtroom Sketch Artist

May 2003-May2004

WISE-TV 33, Fort Wayne, IN

- Render various scenes during courtroom events for use on NBC 33's nightly newscasts.
- Work closely with news reporters to capture images pertinent to news reports.

Art Instructor/Designer

1997-2003

MAYA Unity Youth Center, Fort Wayne, IN

- Developed graphic design and animation curriculum for middle and high school students
- Responsible for all creative projects such as logo design, company brochures, and mural paintings.

Co-Owner/ Creative Consultant

1995-1999

TYGERON Graphics, Fort Wayne, IN

- Responsible for development of all major projects such as T-shirt designs, identity development and custom design and graphics (CD layouts, posters, theatre backdrops, and costume design).
- Provided custom airbrush service with projects such as car hoods, garments, and portraits.

software experience

Autodesk 3ds max software:

- Character modeling and animation (keyframe and motion capture)
- Conducted research in the area of 3D engineering featuring rapid prototyping, stereolithography, and motion capture using 3ds max.
- 3ds max certified

Autodesk Maya software:

- Character modeling (organic and non-organic) using NURBS, Subdivision Surfaces and Polygon.
- Dynamics, Fur, and Cloth functions for character design for film and game.
- Animation, modeling and texture mapping.

Adobe PhotoShop:

- Compositing, photo-retouching, and color separating
- Used for creating maps and textures for 3D animation programs
- Familiar with the use and manipulation of raster-based images

DVD Studio Pro:

- DVD authoring and development

software experience (cont'd)

Final Cut Pro 7:

-Familiar with transitions, green screen techniques, video capturing and manipulation, and video/audio editing.

Corel Draw (preferred):

-Familiar with the use and manipulation of vector-based images.
-Used for creating single to multi-colored identities and graphic designs

Adobe Illustrator:

-Familiar with the use and manipulation of vector-based images.
-Used for creating single to multi-colored identities and graphic designs

DragonFrame:

-Used for 2D animation and stop motion animation. Also used for rotoscoping from live action video.

Pixologic ZBrush:

-Familiar with high poly character sculpting, integral use between Zbrush and Maya, texturing and model output for 3D printing

awards

ITT Technical Institute

Instructor of the Year

2007

Received for maintaining high student retention and satisfactory attendance levels throughout the year.

Pinnacle Award for Print Media

Sigma Theta Nu

2002

Received for illustrations in the "You Can Be a Nurse" coloring book; commissioned by Indiana-Purdue University of Fort Wayne Department of Nursing

Steven Smith Scholarship (IPFW)

2000

Received for satisfactory portfolio submission

Addy Award (regional)

1997

Received Honorable Mention for River City Rhinos logo (local sports franchise).

research

Parallax technology research

2015

Patent pending...

Studying and researching new parallaxing methods in animation.

Motion Capture technology

Purdue University, West Lafayette, IN

2003

Studied and researched the purpose for motion capture for use in film and video game development.

3D Imaging and Scanning

Coldwater Machine Shop, Coldwater, OH

2003

Conducted studies and research in digital scanning of maquettes for use in 3D animation.



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research (cont'd)

Rapid Prototyping/3D Printing

Peridot, Inc., Hoagland, IN

2003

Conducted studies in the areas of rapid prototyping and 3D printing of models from a digital computer model to physical models.

Indiana-Purdue University Undergraduate Research Symposium

2003

"Art and Technology: Bridging the Gap"

Presented IPFW and the symposium group with the need to focus its attention on technology missing from the school's curriculum. One such technology was the process of rapid prototyping. Rapid prototyping through stereolithography was demonstrated in the creation of physical models from a .3DS file created within an 3D program.

references

Available upon request