Jimmy Stewart

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Born   Coeur d'Alene, Idaho

Education   California State University, Channel Islands

2017 BA studio art

Bio   Currently taking 3D computer animation, where I am mainly modeling characters. I love 3D digital computer animation. *ZBrush* is a powerful program that helps you model characters faster and easier then Maya. I like to create fictional characters. Once a model is completed in Zbrush it can be exported into Maya where I can create a character rigging to animate my character.

Skills   Web design, Animation- Maya, ZBrush, After Effects, Photoshop, and Illustrator

Communication   As an art, major I present my projects mimicking the act of engaging with clients. We give feedback on how to improve a project. It's a design process that helps strengthen future projects.