



# NATHAN COFFMAN

ANIMATION GENERALIST

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## **Hat Trick** – Paint Tool Sai, Premiere

I designed both characters and animated frame-by-frame using layers in Paint Tool Sai. Translations like the cloud movement were done afterward in Premiere, as well as the addition of sound effects.

*I was responsible for all aspects.*



## **Boxing Training** – Maya, Premiere

I designed, modelled, textured, rigged, and animated the character and environment. After rendering, the project was imported into Premiere to add audio.

*I was responsible for all aspects.*



## **Green Screen Kick** – After Effects

I filmed the composited footage on a green screen and filmed the main footage separately. I brought these into After Effects and made color corrections to match the lighting as well as adding shadows.

*I was responsible for all aspects.*



## **There is No Morgan** – Clip Studio Paint, Character Animator

I designed the character and created the assets in Clip Studio Paint. I rigged and animated in Character Animator and used the automated lip sync as a base and made manual adjustments as needed. The audio was taken from Randy Feltface's "Randy Writes a Novel".

*I was responsible for all aspects.*



**11 Second Club April Submission** – Clip Studio, Duik

The artwork was created in Clip Studio Paint and then rigged in Duik in After Effects. The audio was provided by the 11 Second Club from “My Spy”.

*I was responsible for all aspects.*



**I Hate Ghosts** – Maya, Premiere

I designed modelled, textured, rigged, and animated the characters and environment. The audio was taken from Nathan Vetterlein’s “Stupid Ghosts”.

*I was responsible for all aspects.*