



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.



Creep – Clip Studio Paint, Animate, Premiere

I designed the character and created the assets in Clip Studio Paint. I rigged and animated in Animate and used Premiere to insert the fade to red.

I was responsible for all aspects.



Remedy x Frallan – Clip Studio Paint

I animated this frame by frame in Clip Studio Paint.

Characters are Princess Remedy (yellow) and Frallan (red) from Princess Remedy in a World of Hurt and Slap City by Ludosity.

I was responsible for storyboarding and animation.



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.

