

Katharine Evans

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software

Maya
Blender
Nuke
After Effects
Photoshop
Illustrator

skills

Camera layout
Animation
Editing
Scene Assembly
Modeling & Texturing
Compositing

Hello!

I'm a digital artist specializing in camera layout and previsualization. Telling stories with pictures is my area of expertise. A portfolio of my work, including a demo reel, can be found on my website, <http://www.cleverevans.com>.

Professional Experience

Independent Contractor, various clients, 4/2018 - present

- Provided feedback on animated sequences as a Layout Consultant for the Netflix animated series *Go Go Cory Carson*.
- Created previsualization animation in Maya from hand-drawn storyboard reels provided by the client. Client: Kukustudios.com

Layout Artist, Tippett Studio, 9/2014 - 11/2016

- Created live action/animated camera hybrid shots in order to seamlessly transition from live action to computer generated footage.
- Matched virtual cameras to real-world cameras to facilitate the integration of computer generated elements into live action scenes.

Layout Artist, Industrial Light & Magic, 1/2007 - 6/2014

- Composed shots and animated cameras for a variety of feature films and fully computer generated projects.
- Performed set dressing and scene assembly duties for a variety of live action and animated feature films and ride films.
- Utilized motion capture techniques in order to generate realistic-feeling CG cameras with a sense of weight and a handheld feel.

Teaching Experience

Instructor, Academy of Art University, San Francisco, CA. 1/2012 - 6/2012

Taught a Final Portfolio class in the Visual Effects department. Students learned to write resumes, assemble portfolios, edit demo reels, and build professional websites.

Professor, SCAD, Savannah, GA. 2001 - 2002.

- Educated college students on the subjects of Computer Graphics, Animation, and Design.
- Taught the classes Intro to Computers, Intro to 2D Animation, and Animation for the Web.

Education

UX Design Student, General Assembly, 9/2017 - 11/2017

Engaged in the UX design process from end to end in a 10 week immersive course. Responsibilities included user research, writing and conducting surveys, heuristic analysis, wireframing, prototyping, and visual design.

MFA, Computer Art, Savannah College of Art and Design, Savannah, GA.

BS, Fine Art, Nazareth College of Rochester, Rochester, NY.