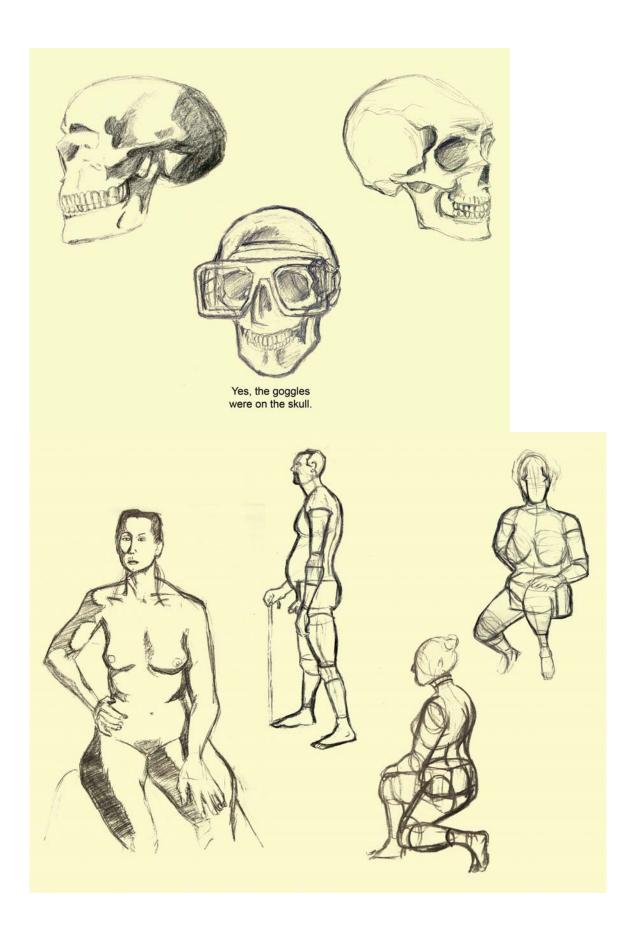


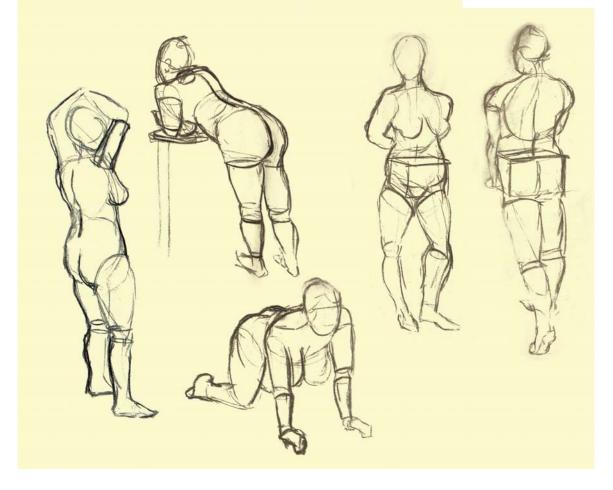


One hour drawing. Skeleton Study Carcoal and Conte on Steel Gray Paper





Multi Session Study Portrait Charcoal and Conte on Steel Gray Paper



3DModels

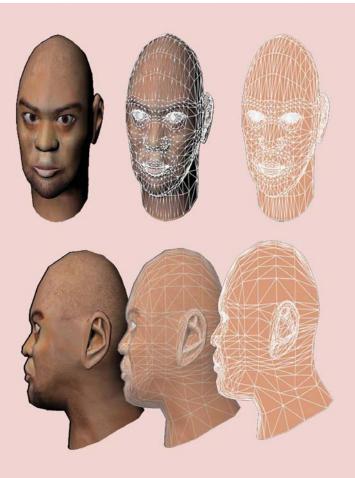


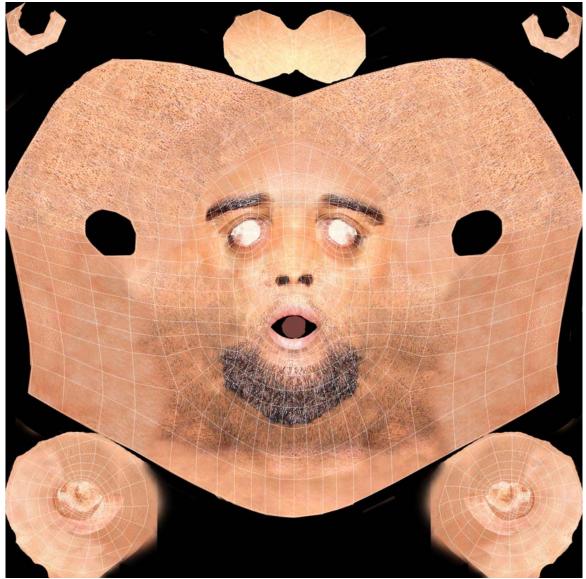


This was my first attempt at modeling AND Texturing post college. I wanted to tackle an older project from before, but I never had a chance to take a texturing class. The Idea of Laying Out UV's scared me.

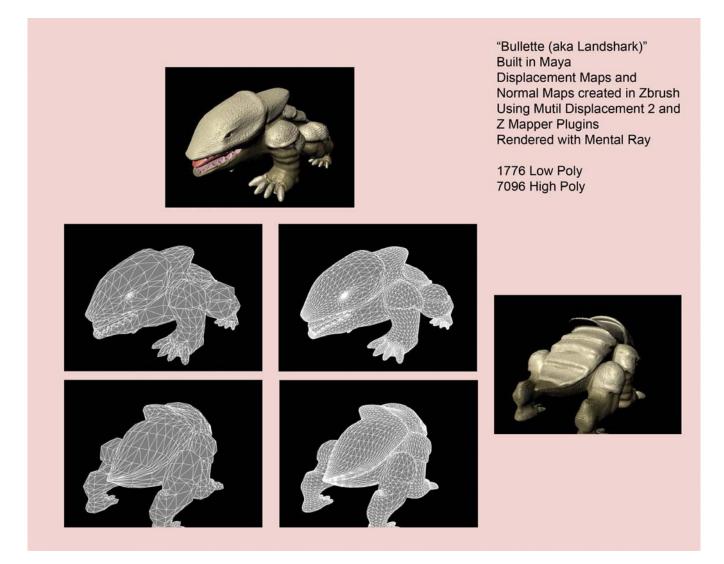
I got over that fear ... quickly.

Model Created in Maya Texture Map created in Photoshop Head Model with Half Sphere Eyes Total Faces: 1654

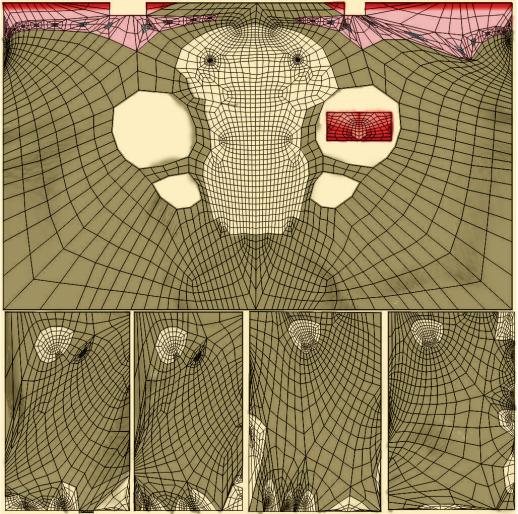


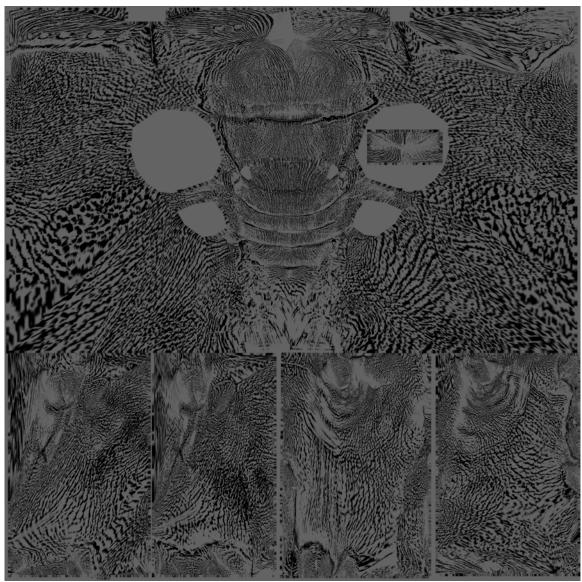


The above is the UVA Layout for the head model. It's kind of creepy to see your own skin laid out. This was my first UVW Map and now in retrospect I see how much space is actually wasted. But this should show that I do understand a bit about photo manipulation (via Photoshop)



below is my Bullete Models' UVW Textures map. As you can see I did my best to waste very little space (there are only a few places I could have probably improved on. The majority of the room is used by the map.





Bump Map Created for Bullette Model

Maquettes

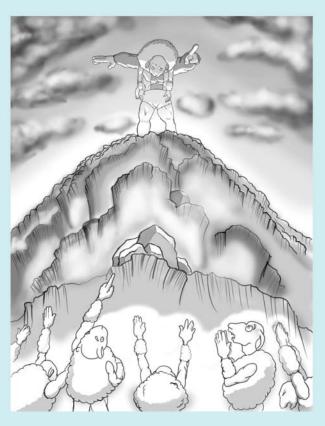


Pirate Mouse Maquette Super Sculpy Goblin Engineer "Meanie" Maquette Super Sculpy



Maquettes that I built using Super Sculpy and then primed gray. The Mouse was for a class project, the goblin was for fun.

Published Work



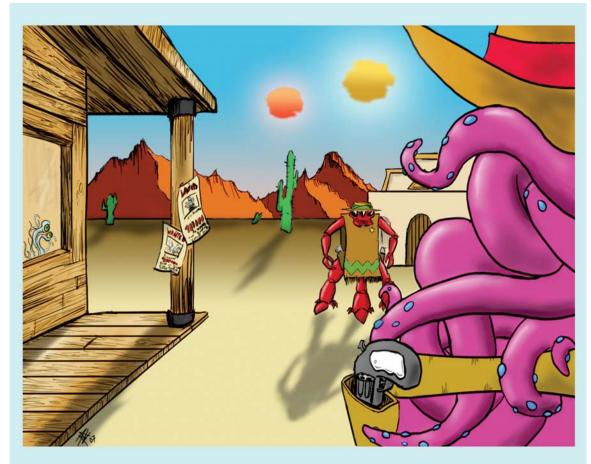
"Worship"

"Battlestations: The Planet of Dr. Moreau" Black and White Illustration Traditional Methods, Alias Sketchbook, and Adobe Photoshop Used.

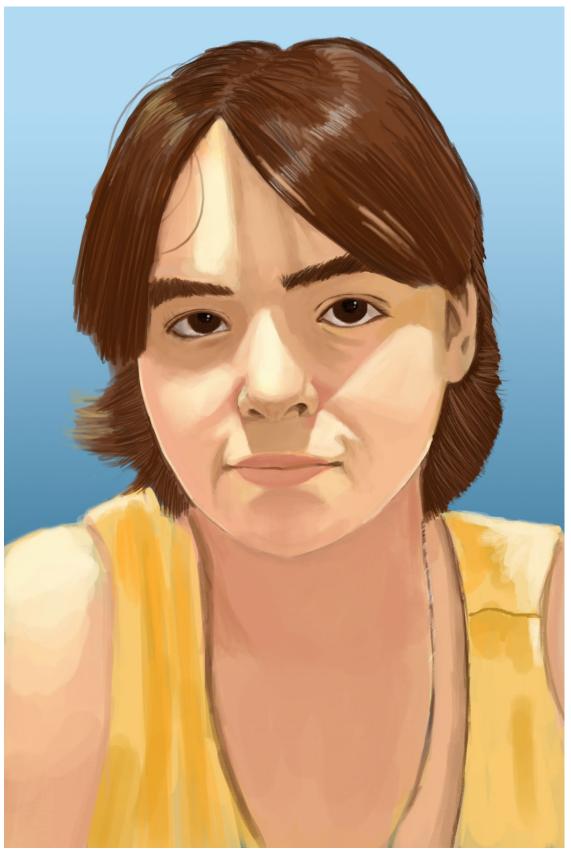
Total Time 6 hours.

This is my favorite piece from The upcoming module "Battlestations: The Planet of Dr. Moreau" Something about this is just very dynamic with the Sheepmen Beliving their "Mysterious Prophet" as he guides them in their actions.

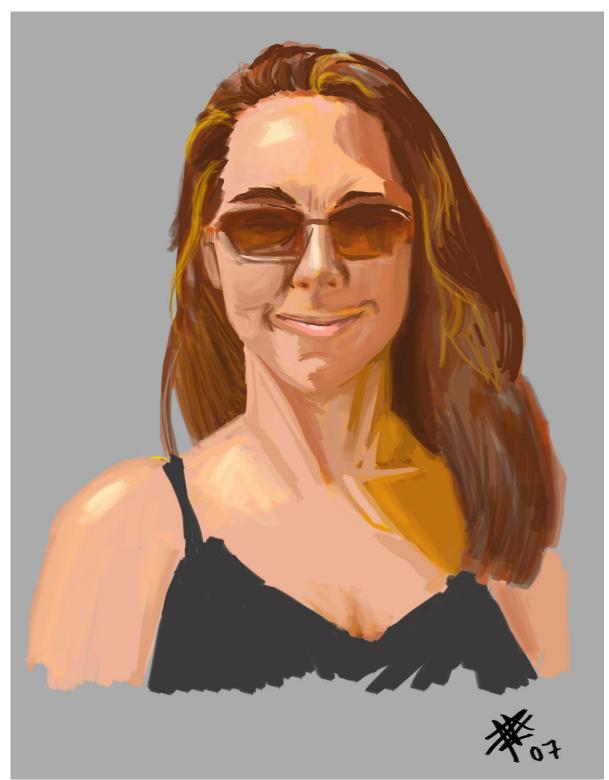
The above was art work for a game module called Battlestations "The Planet of Dr. Moreau. More information can be seen at <u>www.battlestations.info</u>.



"Out of Control" Battlestations Newsletter issue 1 cover



Digital Painting "Amanda"



Digital Speed Painting - "Jill"

Tegre Layne 1941 SE Lavina Circle Port St Lucie, FL 34952 Cell: 912-604-0124 tegrelayne@gmail.com

Goal:

To work in a highly creative environment that will push me further artistically and have a great time doing so.

Education:

Savannah College of Art and Design Savannah, GA Completed B.F.A. Animation degree Graduated 03/06

Indian River Community College Graduated 12/02 Fort Pierce, FL Completed A.A. General and Fine Arts degree

Skills and Training:

Advanced Training:

Traditional Animation Skills, Maya, Photoshop / Image Ready

Intermediate Training:

Flash, Microsoft Office (Word, Excel, Power Point, Access), Dreamweaver, Alias Sketchbook, 3DS Max, Z-brush, Quark Xpress 4

Beginner Level:

Illustrator, Some HTML, Painter, Adobe Premiere 6.5

Other Skills:

Internet Use and Research, Typing 60+ WPM

Relevant Work History:

Traditional Animator- Senior Project "Bee Mine" (working title) - November 07 **Skills:** Used traditional paper and pencil methods to assist with the in-betweening of scenes for a final project. Drove from Florida to Georgia and spent two days with little sleep to help to ensure the timely completion of the project for a friend.

Graphic Designer – Hometown News

Feb 07 to current

Skills: Use Quark Xpress, Photoshop and Illustrator to layout and create ads for local newspaper. On occasion, create various animated gifs for website or custom graphics when requested.

Freelance Animator - <u>www.professorbootay.com</u> and <u>www.shot-stick.com</u>. July 07 **Skills:** Use Flash and Illustrator to create and animate short animations using both traditional and symbol methods.

Freelance work - Battlestations "Out of Control" Newsletter – Sept 06 - Feb 07 **Skills**: Submitted several requested illustrations and working on cover. Chosen from other artists due to quick and timely submission of artwork that met and exceeded expectations. Traditional methods, Photoshop, and Illustrator are being used to create all the artwork.

Freelance work - "**Battlestations: The Planet of Dr. Moreau.**" – Aug 06 - Feb 07 **Skills:** Currently working on creating illustrations for use in a board game. Chosen for the project due to artistic submission. Traditional methods, Photoshop, and Illustrator are being used to create all the artwork.