Trevor Danehy

Virtual Worlds Modeler and Animator
Institute for Digital Intermedia Arts
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EDUCATION

Ball State University, School of Fine Arts May 2007

Major: B.F.A in Electronic Art (4 years)

- Intense program focusing on the application and retention of fine art qualities in a digital medium with encouragement to collaborate with students specializing in different but equally supplemental fields of study. Focused on animation.

Software: I am an enthusiastic animator, modeler, concept artist, and compositor, seeking a full time position in animating. Texturing and shading are my top specializations. I am proficient in Autodesk Maya, Maxon Zbrush , Photoshop, Premier Pro, Final Cut Pro; After Effects and of course eager to learn more. I initially started learning animation with Autodesk

EDUCATION EXPERIENCE:

Institute for Digital Intermedia Art and Animation, Muncie, IN

WORK EXPERIENCE

Ball State Institute for Digital Intermedia Arts and Animation August 2008- Present
Position of Virtual Worlds Modeler and Animator

2015 3D animations for History Channel's The Universe, Roman Engineering
2014 3D animations for History Channel's The Universe, Stonehenge episode
2014 Stonehenge celestial tracking simulation
2014 Developed pipeline and workshops for photogrammetry 3D scanning
2013-2015 Simulation of Meridian of Augustus solar tracker
2012-2013 Multiplayer simulation of Hadrian's Villa in Italy
2011 Developed pipeline for 3D laser scanner (zScanner 700)
2009 Assisted classes in developing pipeline for motion capture animation
2009-2014 Virtual world development in Blue Mars (based on Cryengine 2)
2009 Assisted classes in developing pipeline for motion capture animation
2008 Nursing simulation of Ball Memorial Hospital
2008 Developed educational content in virtual worlds (Second Life, Quest3D)
2008 Assisted classes in developing pipeline for motion capture animation

Several Freelance animation projects involving:

- Architectural Pre-Visualization
- Visualizing the medical treatment of tendonosis.