Thomas Scott Nelson - Artist/Designer

tsn@tsnelson.net
(805) 529-7149

Skills:

Adobe Creative Suite, Art and Illustration
Cinema 4D, 3D modeling and visualization
Video and Music Production and Editing
CADCAM physical modeling and production
MS Office, Open Office productivity

Experience

Independent Artist/Designer   2001 - 2016

Work for numerous clients; renderings, graphics, illustration, video, virtual tours, web work, audio.
I have two film credits from work done at 3D Site during 2002-2004; "The Core" for modeling, and
texturing digital pigeons, and "Gothika" for a digital cell block used in an establishing shot. I also mod-
eled and textured a real-time model of Pixar's "Crush" character appearing in the Disney parks.

Walt Disney Imagineering, Glendale, California   1988 - 2001

Artist/Designer - WDI Research and Development   1997 - 2001

I worked on interactive music projects and technology presentations, providing modeling, environmental
art direction, and music. These included an ambient audio-visual environment with multi-user/touch
sensitivity and robotic control of servomotors utilizing off the shelf midi controllers.

3D Computer Artist - WDI Virtual Reality Studio   1994 - 1997

I worked on environments and texture creation and mapping for Aladdin, Hercules, Villains, and Pirates.

Lead CAD Designer/Manager 'Laserland' - WDI Model Shop   1991 - 1993

I started WDI's in-house laser cutting facility because of my work on the Euro-Disney train station.

Dimensional Designer - WDI Model Shop   1988 - 1990

Architectural model builder and painter, specializing in highly realistic acrylic and styrene model making
techniques, and airbrushed lacquer finishes.

Other Work Experience:

Model Builder - The Model Shop
Computer Artist - Aegis Development
Printmaker - Self Published Lithographs
Art Director - IJG, Upland California
Freelance Illustrator - Los Angeles, California
Musician, Composer, Arranger