

Roenix  
DIGITAL & MOTION DESIGNER



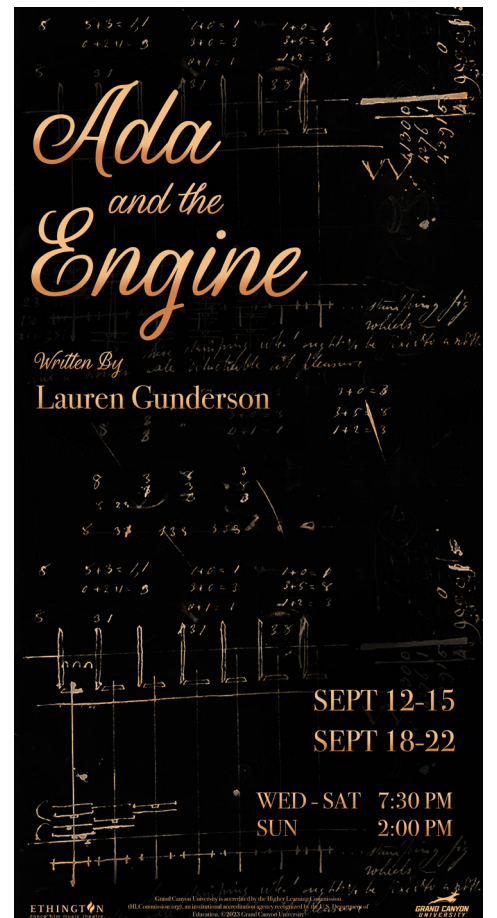
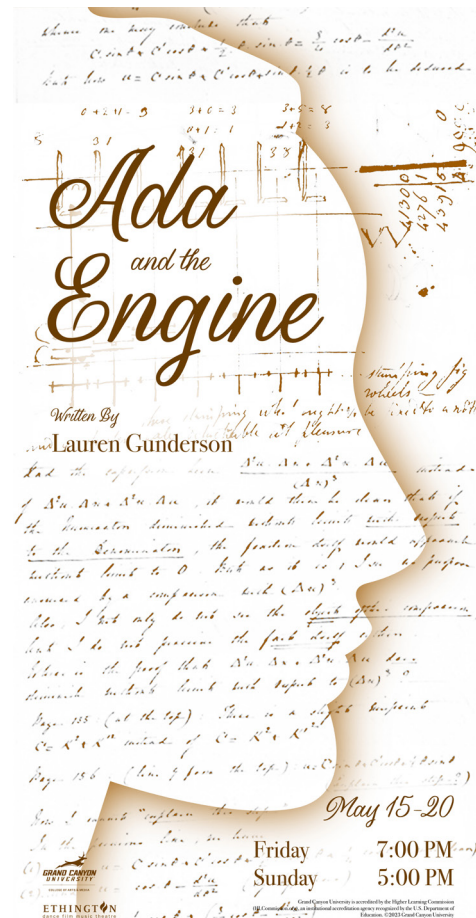
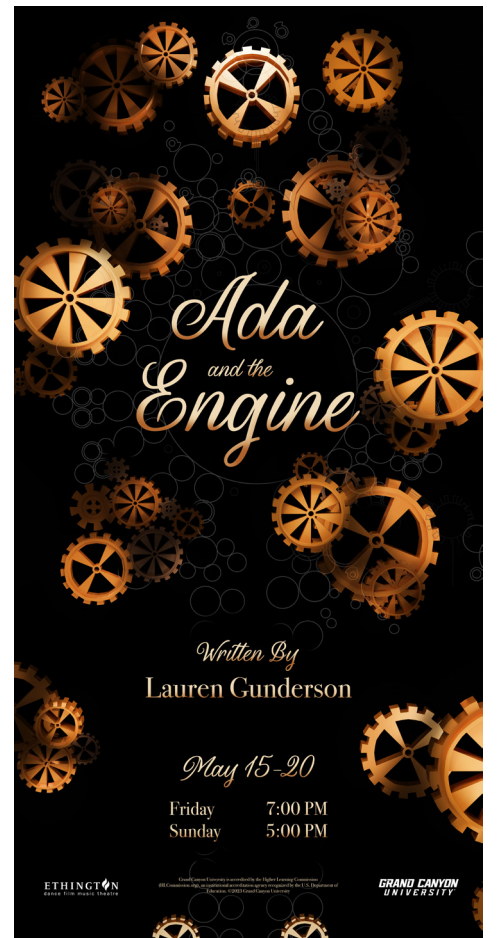
## ADA AND THE ENGINE

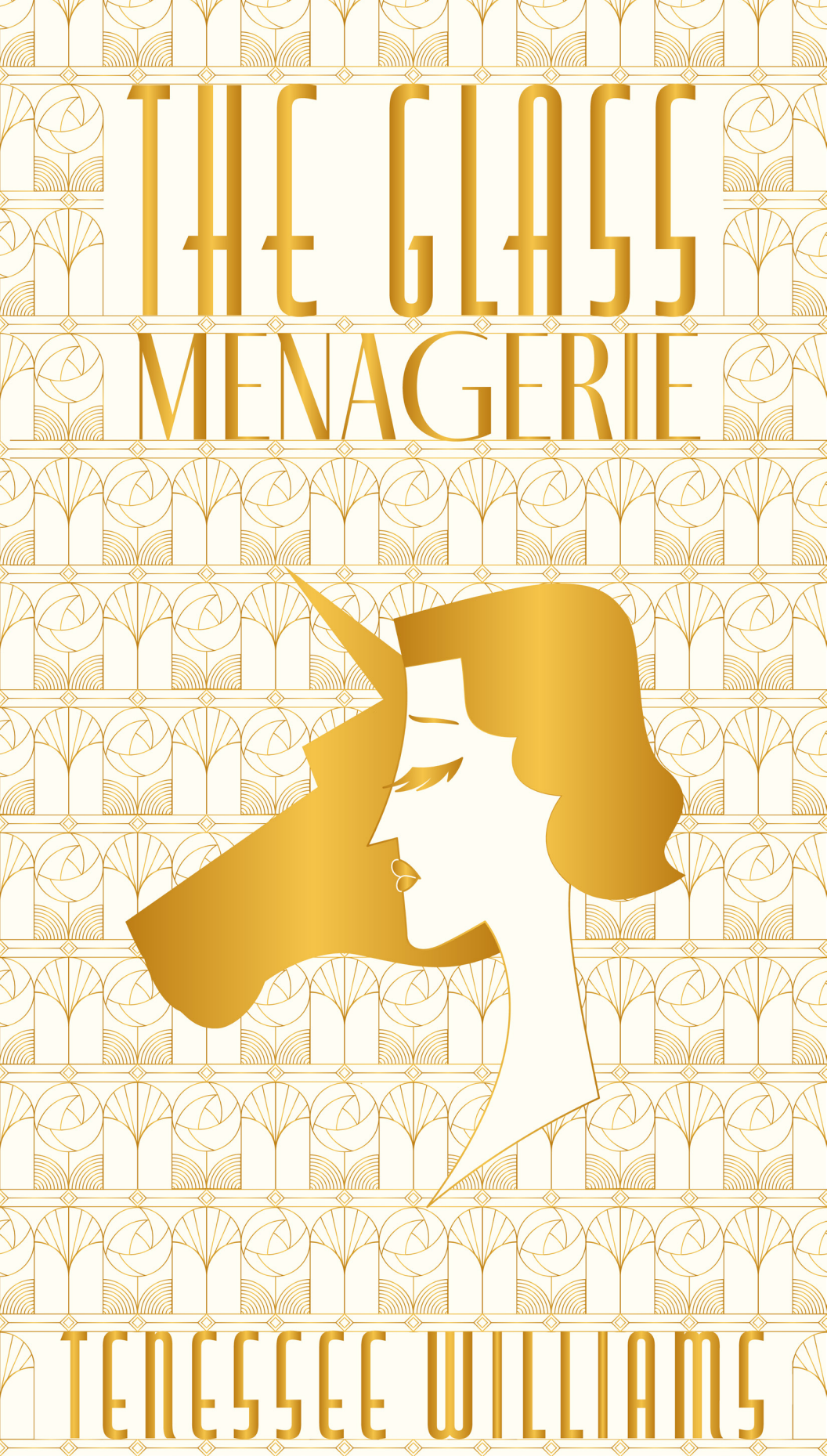
Poster Design for Ethington Theatre

Ada and the Engine is a show about Ada Lovelace and her journey of writing the first computer program. The poster makes reference to the time period while bringing in modern elements and representing an inspirational and feminine message.

The typeface makes reference to the time period while remaining legible and feminine. The chiaroscuro design elements in the poster bring a sense of suspense and mystery.







## THE GLASS MENAGERIE

Poster Design for Ethington Theatre

The Glass Menagerie is a story set in the 1930's about a family and their methods of coping as well as dealing with their own personal struggles. The play has themes of escapism and uses symbols to help tell its story with the use of the glass unicorn and blue roses.

The roses are referenced in an art deco pattern found in the background of the design. Laura's profile is featured with the unicorn that remains in her shadow as she transfers her thoughts and feelings onto the mythical creature in the play.

 <b>BLACKBOX THEATRE</b> gcuarts.org	SHOWTIMES	
	Mar. 20 - 23 Mar. 28 - 30	THU - SAT 7:30 PM SUN 2:00 PM
SCAN FOR MORE INFO		 GRAND CANYON UNIVERSITY <small>COLLEGE OF ARTS &amp; MEDIA</small>



# THE GLASS MENAGERIE

TENNESSEE WILLIAMS

**BLACKBOX THEATRE**  
gcuarts.org

SHOWTIMES	
Mar. 20 - 23	THU - SAT 7:30 PM
Mar. 28 - 30	SUN 2:00 PM

SCAN FOR MORE INFO

**GRAND CANYON UNIVERSITY**  
1909 UNIVERSITY AVENUE  
PHOENIX, AZ 85004

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# THE GLASS MENAGERIE

**BLACKBOX THEATRE**  
gcuarts.org/blackbox

DECEMBER		FRI & SAT
12/1	12/3	SUN
7:30 PM		2:00 PM

SCAN FOR MORE INFO

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# THE GLASS MENAGERIE

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# THE GLASS MENAGERIE

TENNESSEE WILLIAMS

**BLACKBOX THEATRE**  
gcuarts.org/blackbox

DECEMBER		FRI & SAT
12/1	12/3	SUN
7:30 PM		2:00 PM

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# THE GLASS MENAGERIE

TENNESSEE WILLIAMS

**BLACKBOX THEATRE**  
gcuarts.org/blackbox

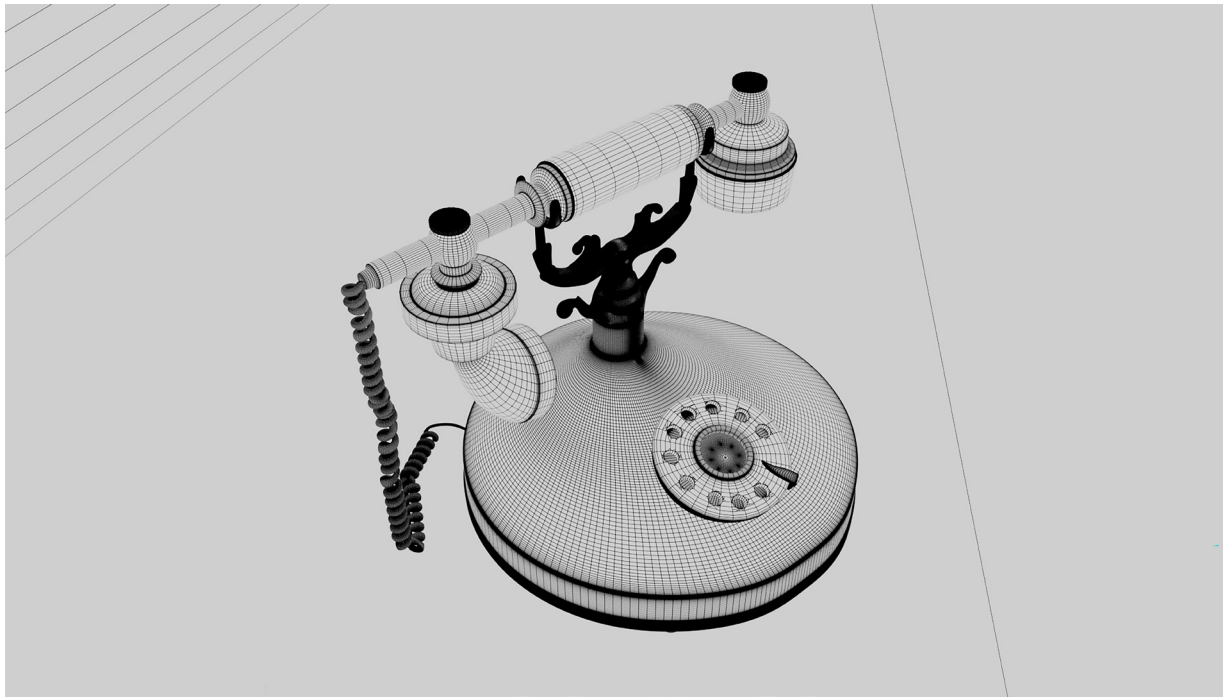
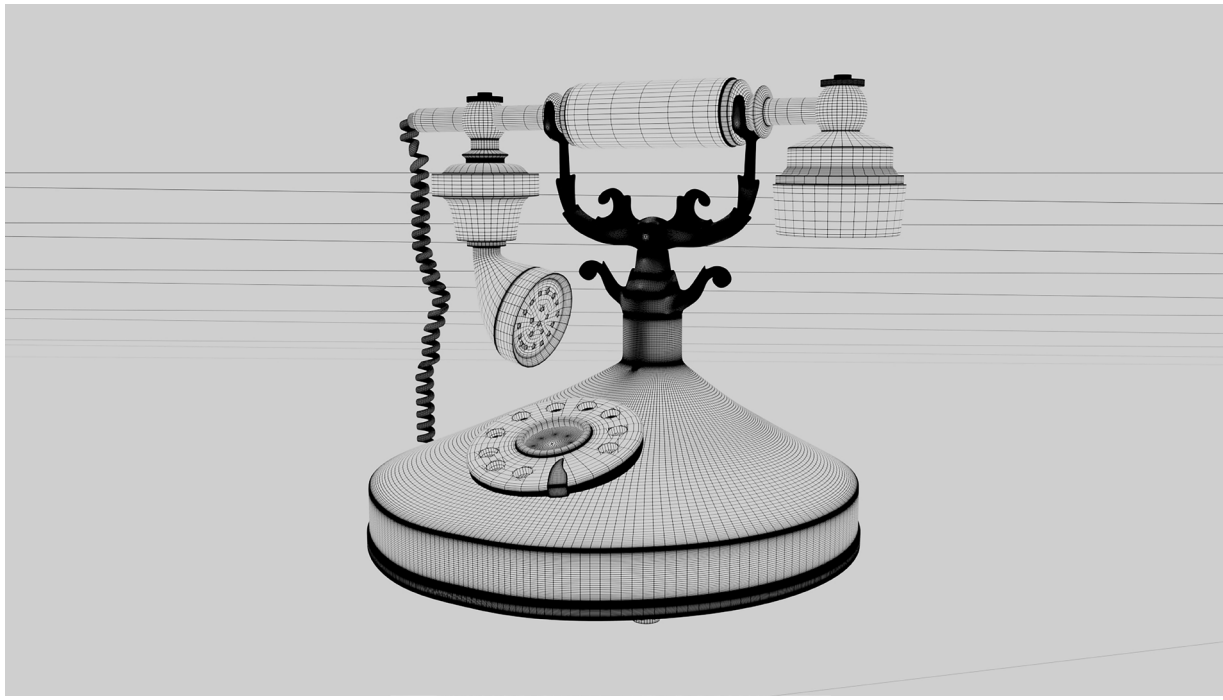
DECEMBER		THURS - SAT
12/2	12/3	SUN
7:30 PM		2:00 PM

SCAN FOR MORE INFO

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## HARD SURFACE MODEL

3D Model

This model is of an old rotary phone with floral patterning, gold accents and filigree. It is a high polycount object modeled closely to the original while remaining fresh in its design.

The model is broken into two main pieces, the hand-held phone, and its base. Both pieces are made of multiple objects pieced together. Photoshop was used to texture the model partially while the more basic textures were done in Autodesk Maya.





On Lock

ffffff

Aa

Bilo Thin

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

0123456789

Aa

Bilo Bold

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

0123456789

Aa

Bilo Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

0123456789



On Lock

f06262

cd394e

## ON LOCK

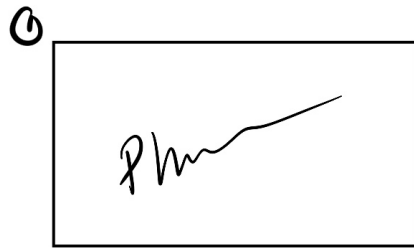
App Advertisement

On Lock is a money management app designed to help people input and acknowledge the amount of money that they spend and earn. It allows people to see breakdowns of their money and track their debt in an easy, digestible way.

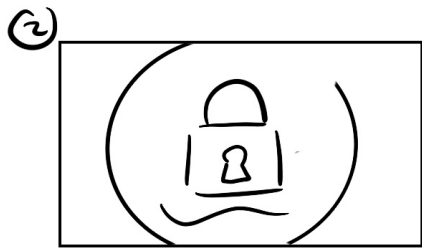
The apps screens were laid out and created in Illustrator then taken to After Effects to be animated. The base animations were done using Classic 3D then exported with a transparent background then extruded cases were crafted in Cinema 4D and exported again. Finally, shadows were added in using Classic 3D.



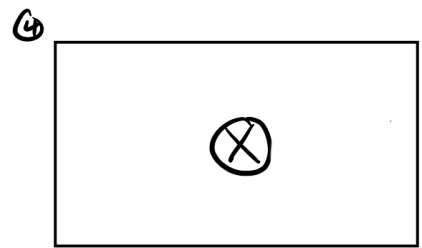
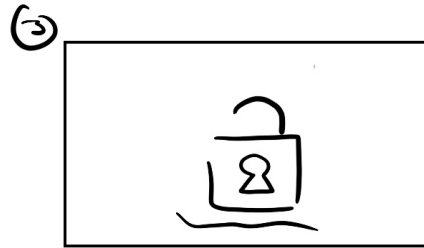




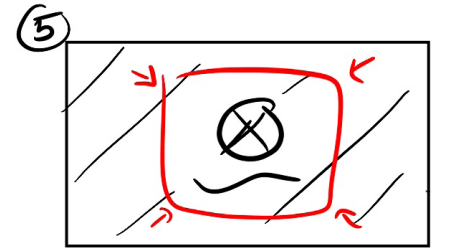
Logo animation



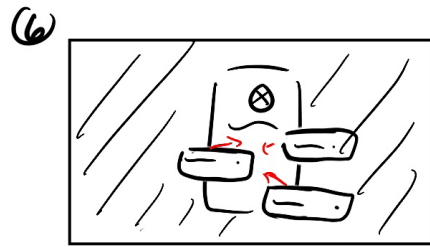
lock unlocking  
& circle fading



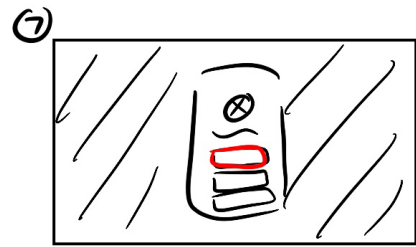
profile image  
comes on



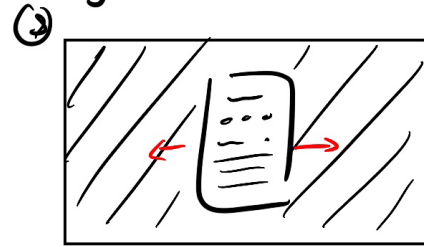
name types  
on



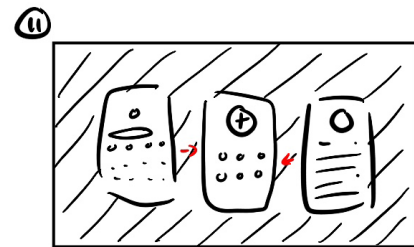
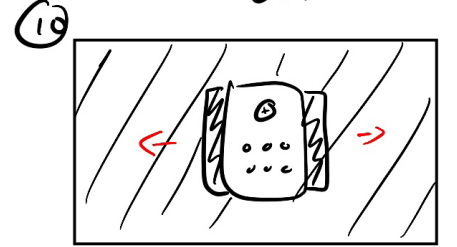
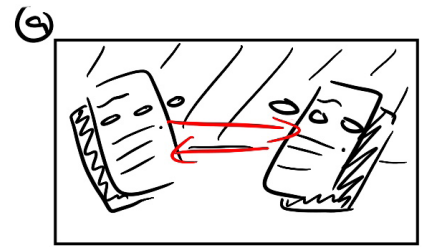
accounts  
settle



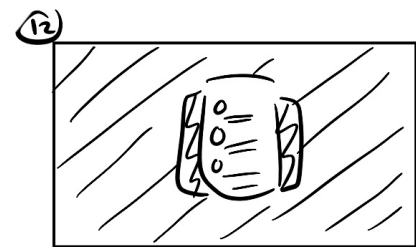
account selected



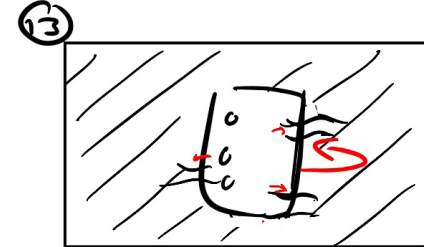
Splits in two



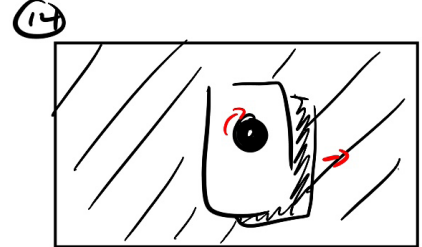
merge into  
new



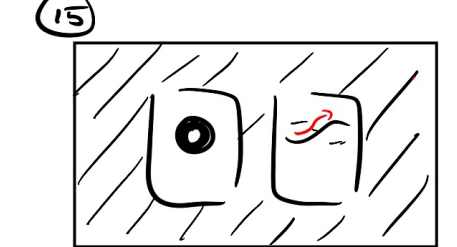
shadows hide



words float off  
Flip over



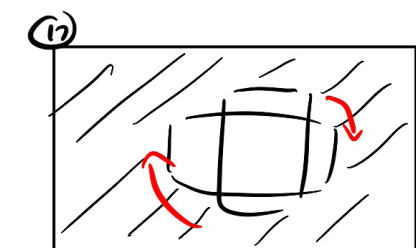
graph draws on  
shadow comes  
out



second graph  
draws on



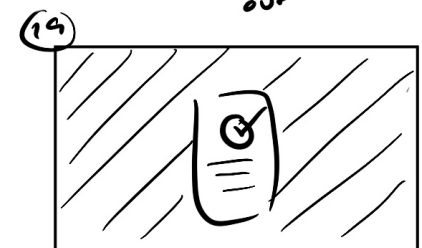
graphs animate  
as transactions  
come on



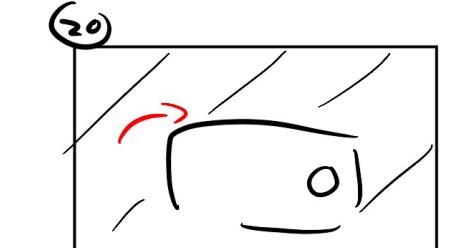
rotates to  
new



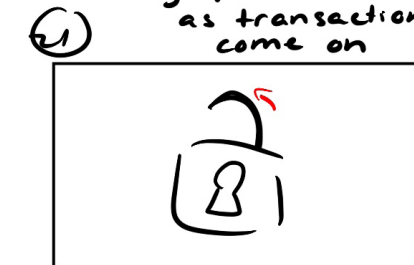
debt runs  
down



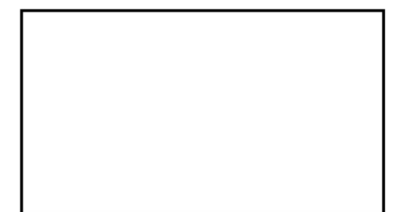
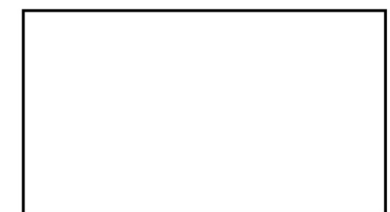
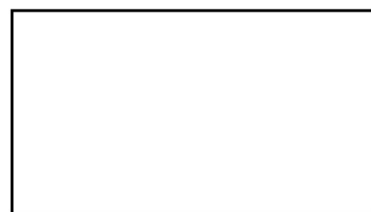
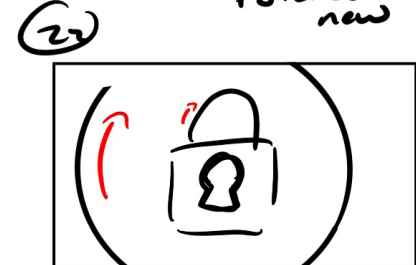
no debt

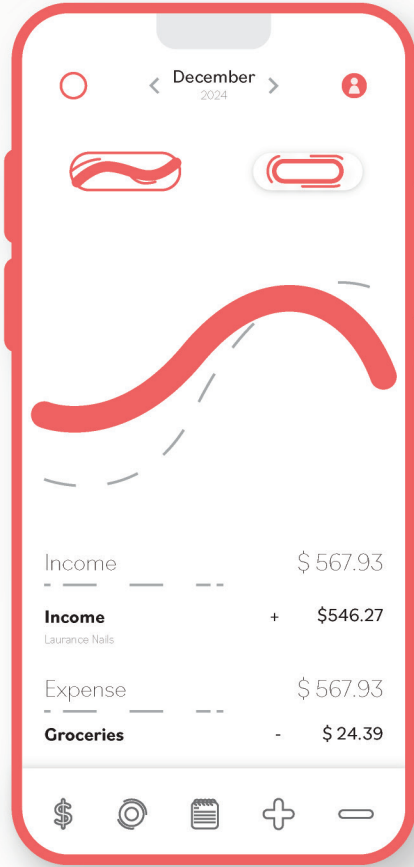
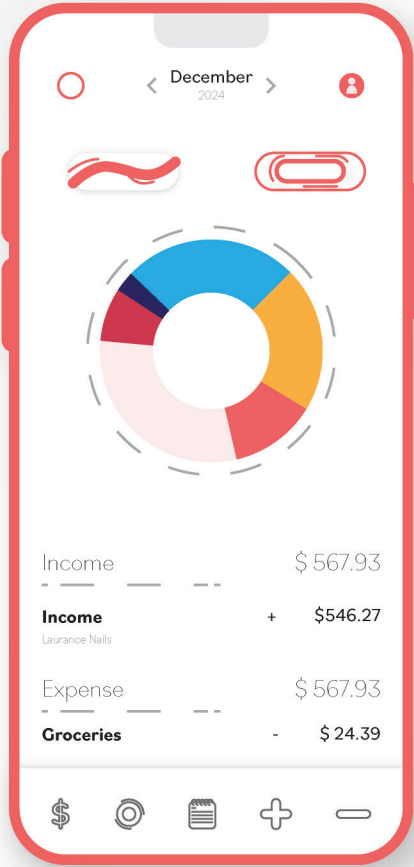


phone turns  
and fade into lock



lock closes





December 2024

### Checking

\$ 3039.45

Expense Income Transfer

Expense	+
<b>Thai House</b>	- \$ 12/7
Dinner with John	
<b>Boulders</b>	- \$ 12/5
Taco Tuesday	
<b>Car</b>	- \$ 12/2
Insurance	
<b>Groceries</b>	- \$ 12/2

December 2024

### Savings

\$ 13,672.53

Expense Income Transfer

Income	+
<b>Income</b>	- \$ 12/19
Laurance Nails	
<b>Income</b>	- \$ 12/11
Laurance Nails	
<b>Income</b>	- \$ 12/5
Picnic Packs	
<b>Gift</b>	- \$ 12/3
Birthday gift	

Debt

## \$ 2060.64

<b>Sarah</b>	+ \$ 8.16
Taco Bell	12/13/2024
<b>Credit Card</b>	+ 232.67
Car battery	12/7/2024
<b>Student Loans</b>	- \$ 12/1/2024
Payment	
<b>Mom</b>	+ \$ 4.93
Coffee	11/26/2024
<b>Credit Card</b>	- \$ 50.00
Payment	11/26/2024

Profile

Jane Doe

\$ 15,651.34

Checking	\$ 3039.45
Savings	\$ 13,672.53
Debt	\$ 2060.64

New Transaction Save

\$ 50.18

Renaissance Fair

Expense Income Transfer

Account: Checking

Date: 12/16/2024

Repeating: No

Notes: Tickets and food money

December 2024

Expense Income Transfer

Account: Checking

Date: 12/16/2024

Repeating: No

Notes: Tickets and food money

December 2024

<b>Pino</b>	- \$ 24.39
Anniversary with John	12/12
<b>Habit</b>	- \$ 5.46
	12/8
<b>Thai House</b>	- \$ 18.54
Dinner with John	12/7
<b>Boulders</b>	- \$ 12.43
Taco Tuesday	12/5

December 2024

Coffee

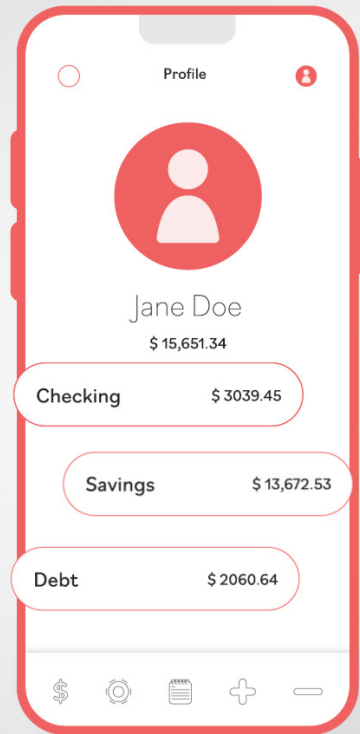
Expense Income Transfer

Account: Checking

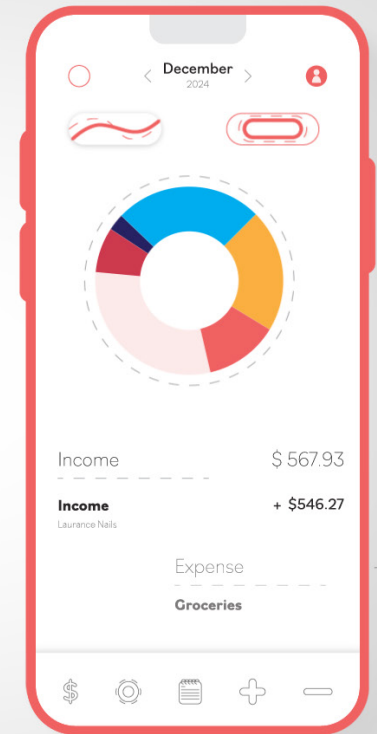
Date: 12/16/2024

Repeating: No

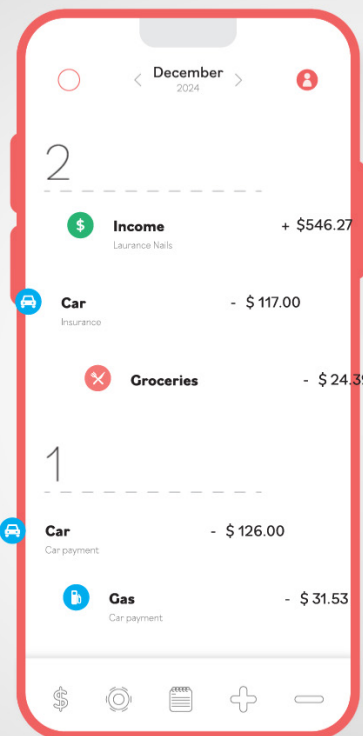
Notes: Tickets and food money



Just  
For  
You

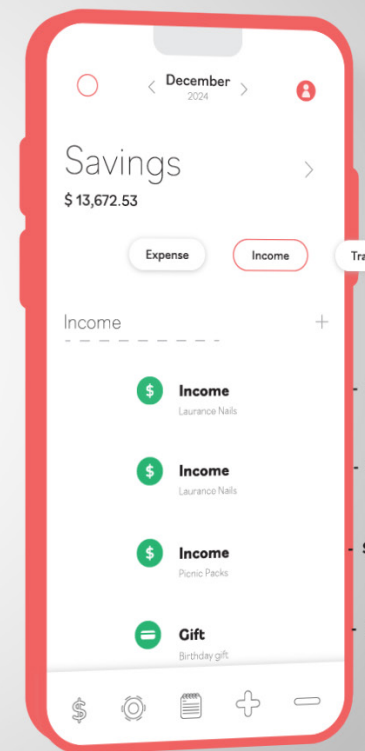
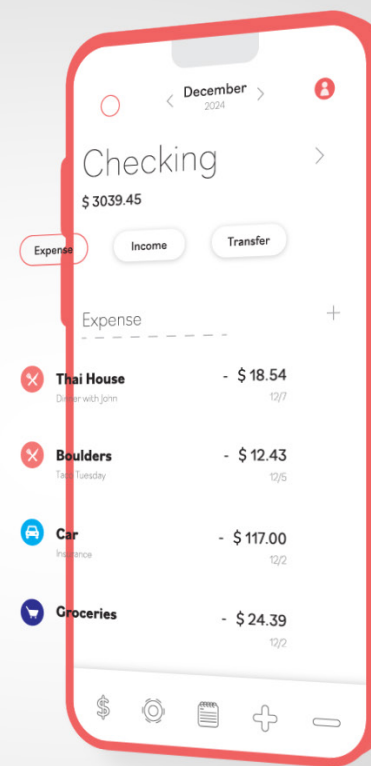


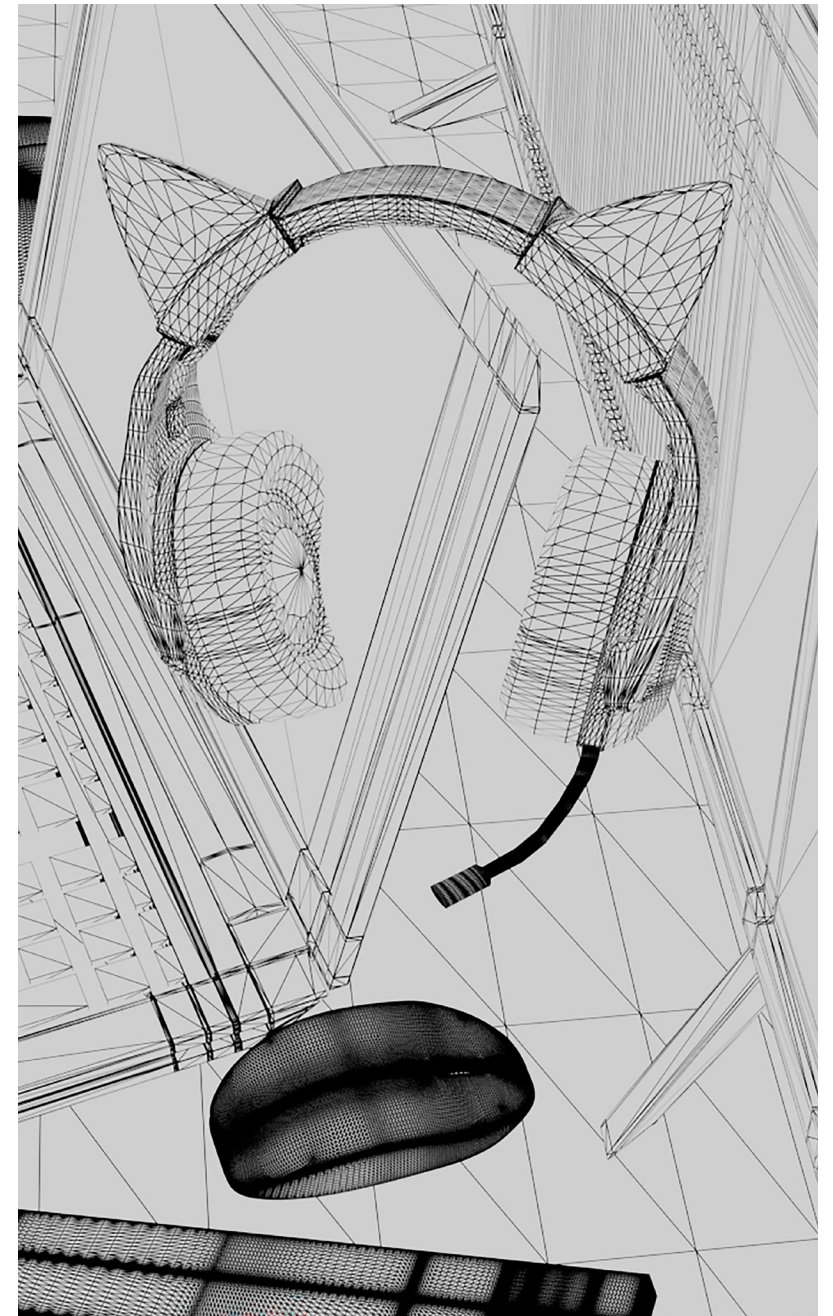
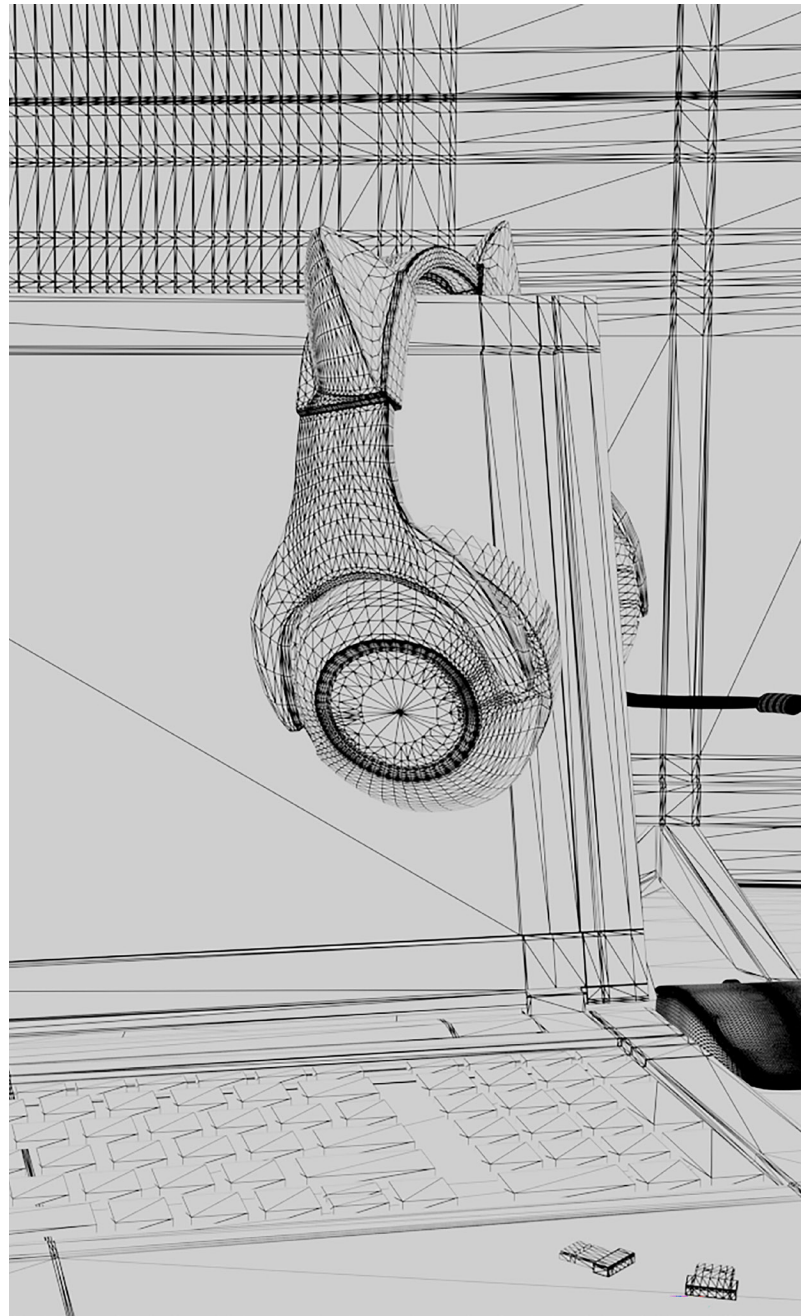
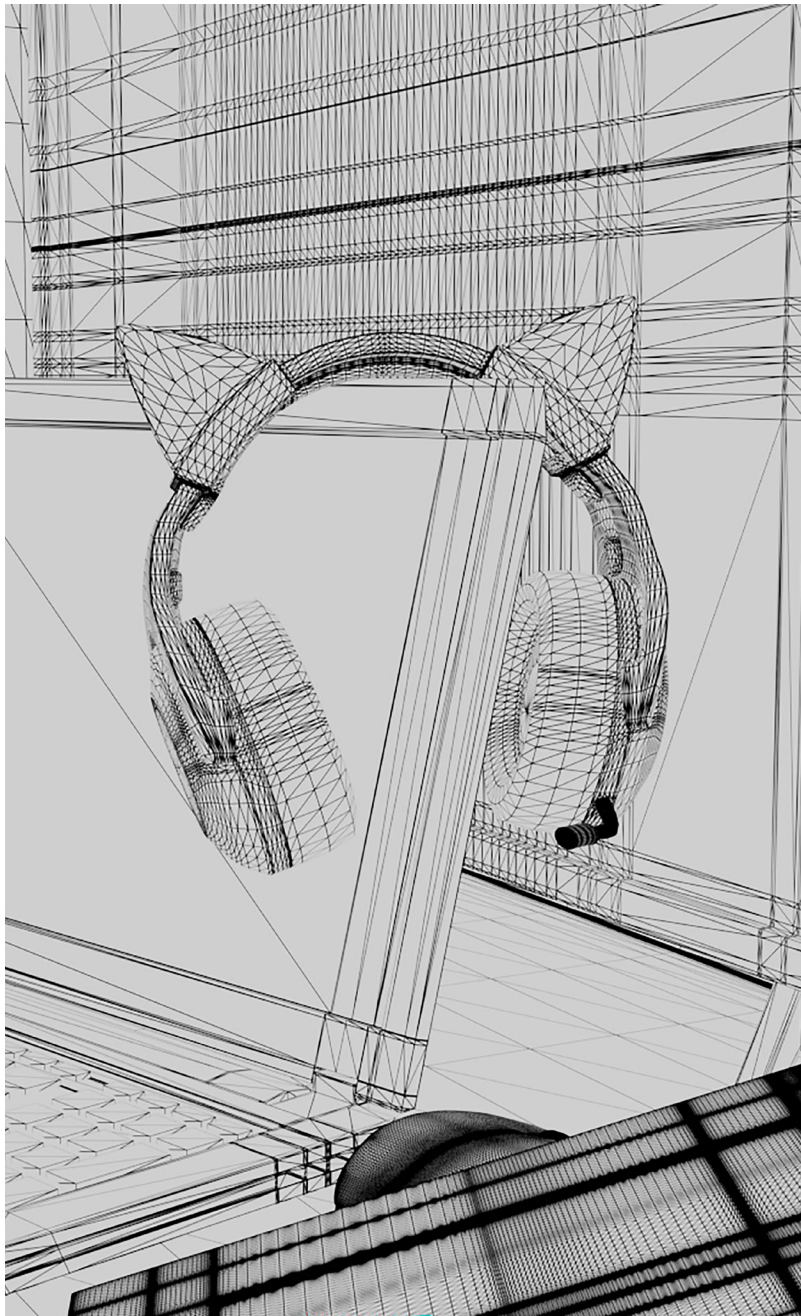
Break  
It  
Down



Any  
Day

Any  
And All  
Accounts





## PRODUCT SCENE

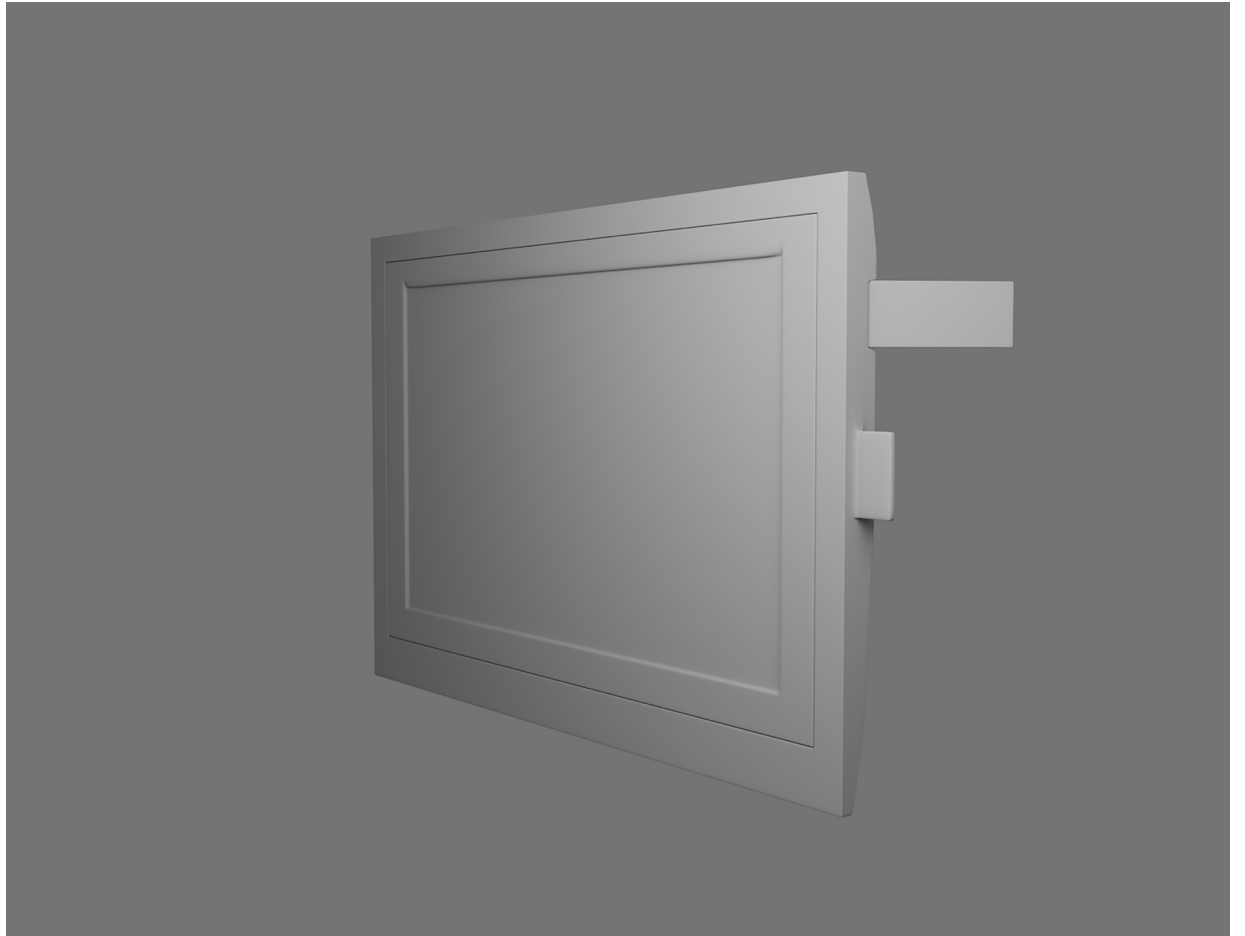
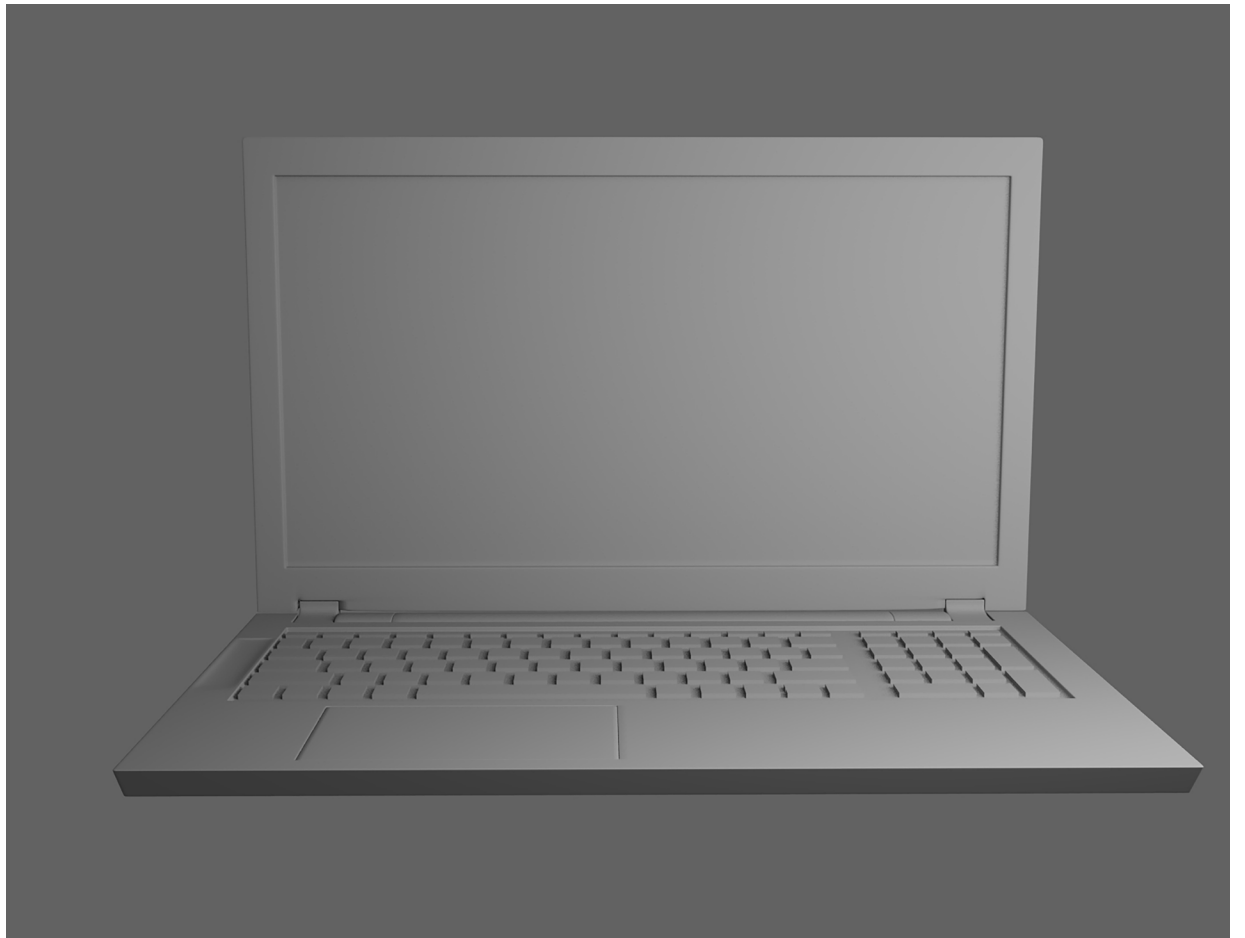
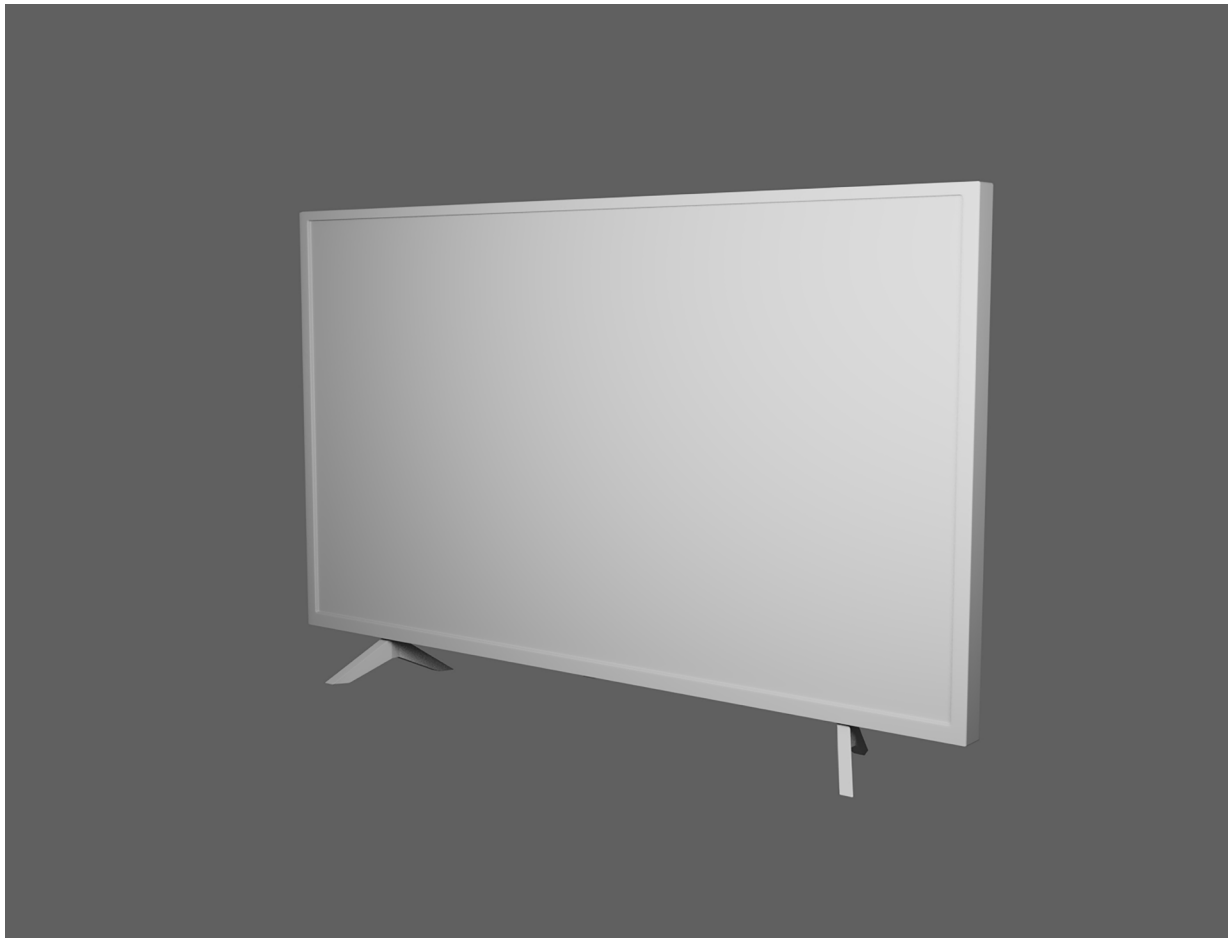
3D Models

This project showcases a scene with multiple 3D models, making sure to focus on one item as a potential product. The headphones are the star of the scene and are placed in a casual and realistic environment, a college dorm room.

All of the models were made and partially textured in Autodesk Maya while the rest of the textures were created in Photoshop. There are a total of eight items modeled in the scene excluding the background.









Yosh-McCabe\_Planetk\_Book01.indd # 203 7 Yosh-McCabe\_Planetk\_Book01.indd # 203 7

### CAREER TREE

Category	Item	Price
Bakery	Artisan Bread	2.99
	Whole Wheat Bread	2.49
	Gluten-Free Bread	3.49
	Bagels	1.99
Desserts	Chocolate Chip Cookies	1.99
	Vanilla Cupcakes	1.49
	Red Velvet Cupcakes	1.99
Beverages	Espresso	2.49
	Cappuccino	2.99
	Latte	3.49
	Smoothie	4.99
Pastries	Croissants	1.49
	Muffins	1.29
	Pastries	1.99

Properties Pages CC Lib Preflig

Text frame

Transform

X: 0.4788 in W: 7.5812 in

Y: 2.2670 in H: 3.3285 in

100%

100%

Text Style

Paragraph Styles Character Styles

[Basic Paragraph]

0 pt

0.1667 in

IT Metrics

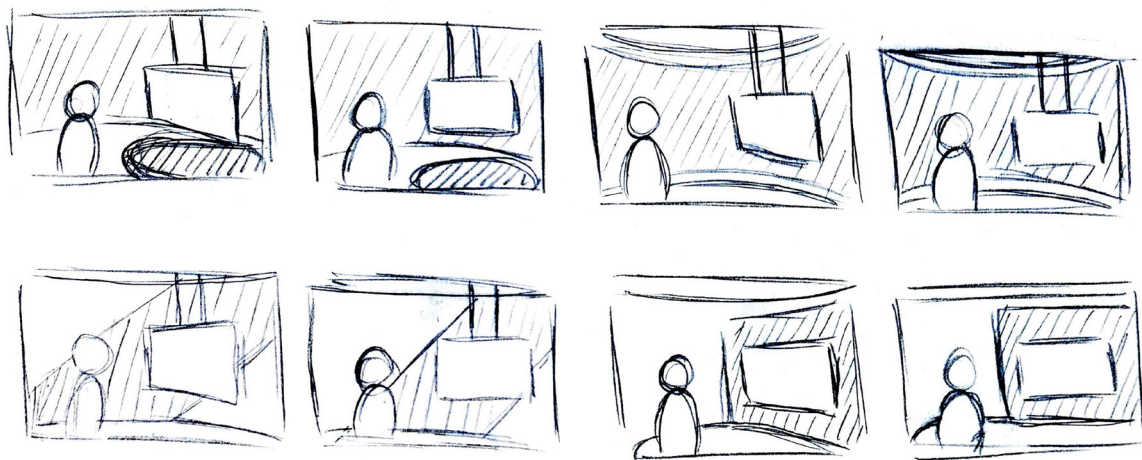
IT 100%

A 8 pt

T 100%

English: USA

OpenType



## WAC STUDIO SPACE

3D Modeled Space



The studio space was modeled for the Western Athletic Conference to update their previous studio background. The WAC also wanted it to display videos that the anchor refers to whenever they needed visuals.

It was designed with the official WAC branding colors and uses the logo as a texture element. The modeling, textures, and lighting were done using Blender. A series of clips were exported into After Effects to allow the client to mix and match what they need.





# WACKED

## “WAC”KED GIF

3D Motion Gif



The Western Athletic Conference requested a GIF that could be played when one of their teams did especially well. They wanted it to be the word “WAC”ked using the WAC logo.

The term was created in the style of the WAC logo in Illustrator and animated using the Cinema 4D capabilities in After Effects.





## INTERIOR SCENE

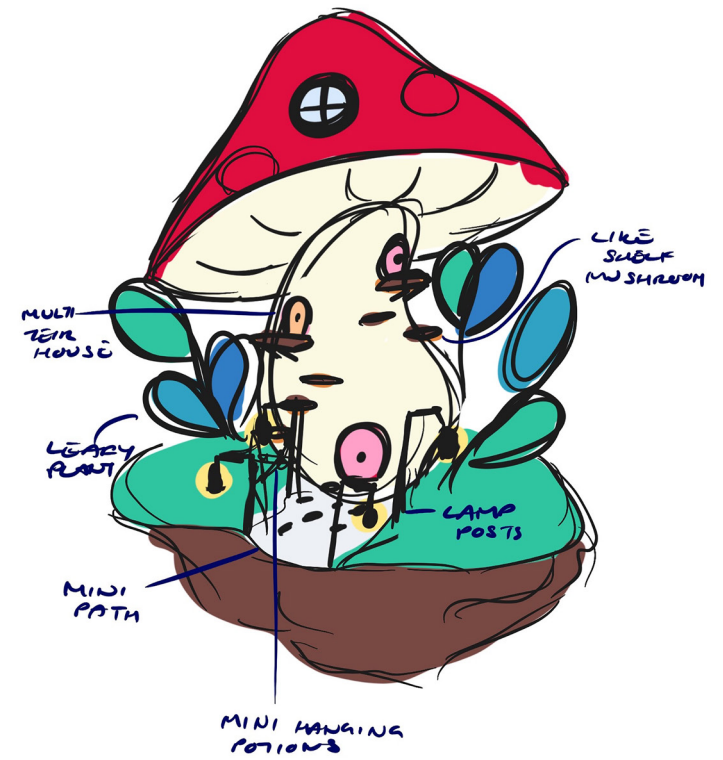
3D Models



The project was done to display an interior scene, in this case an art studio. The models are kept simple with a low polygon count so they can be textured and stylized with ease.

Everything was modeled in Autodesk Maya with a simple and stylized look. In order to achieve the stylized look, all of the models are kept as the most basic shapes when possible.





## EXTERIOR SCENE

### 3D Models

The brief of this project was to model and texture an exterior scene. The mushroom house was a stylized design while being modeled to keep the polygon count as low as possible.

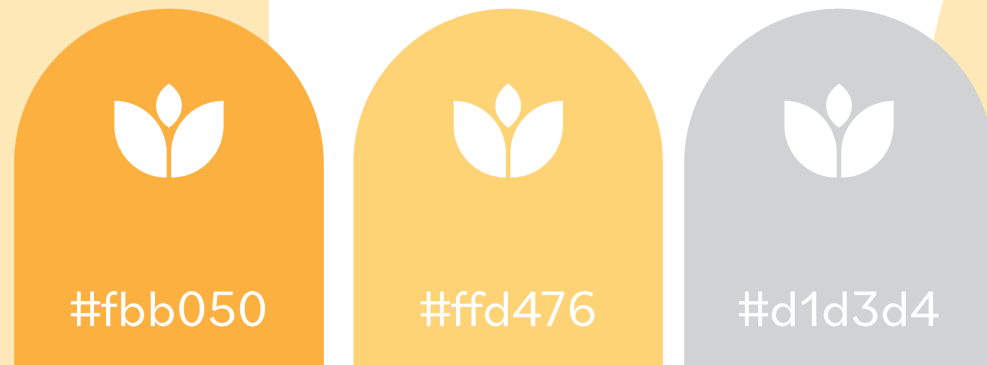
While the modeling was done in Autodesk Maya, all of the texturing was done in Substance Painter. The models were kept simple and stylized, and the textures are meant to give an illustrative, video game feel.



## Logo



## Color Palette



## Fonts

### Bilo Light

ABDCEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

0123456789

### Bilo Regular

ABDCEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

0123456789

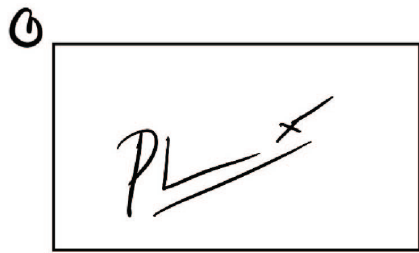
## LAURANCE NAIL POLISH

### 3D Modeled Advertisement

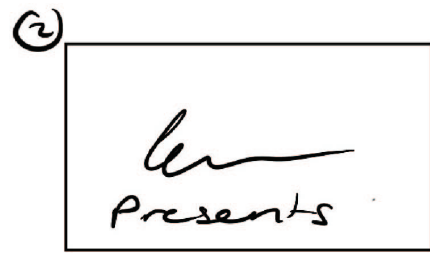
Laurance is a company that focuses on nail polish and encourages their consumers to focus on self-care and expressing themselves through color. The packaging reflects Laurance's bright expression while keeping its simplicity. The ad is done in a montage collage style to reflect this expression.

The polish and packaging are 3D modeled and textured in Blender and the textures were made in Illustrator. Base model movements were done in Blender then cut together in After Effects. Staying in After Effects, the text and flowers were animated and added to the final.

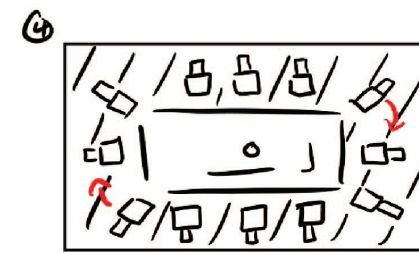
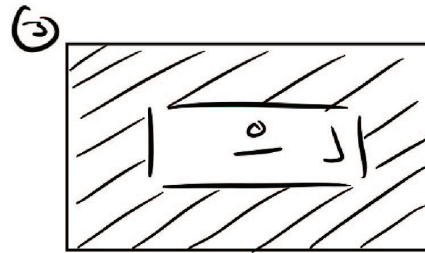




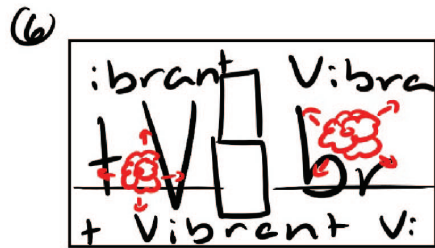
Personal logo



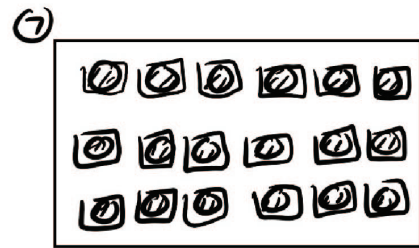
Brand intro



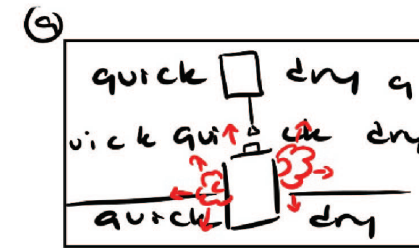
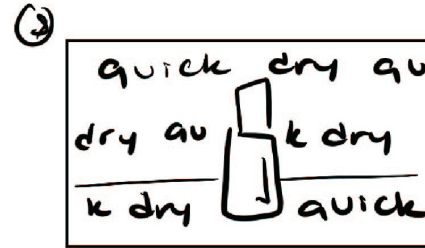
Pop out from box & rotate



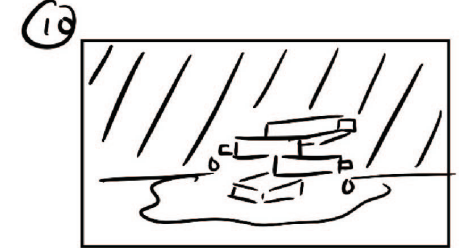
Flowers growing



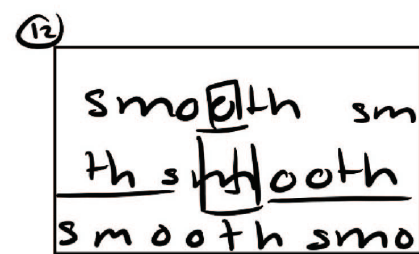
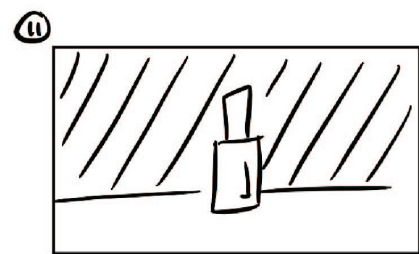
Polish colors



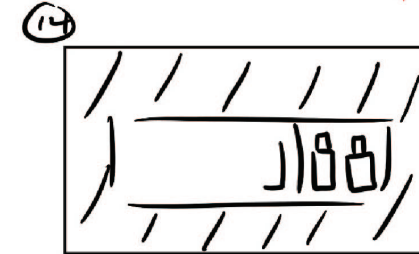
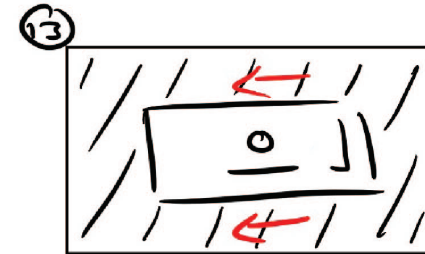
Polish opens with flowers



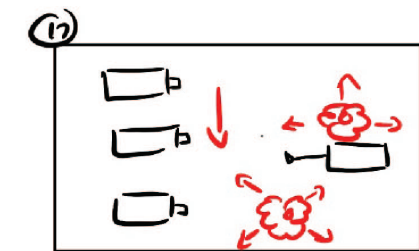
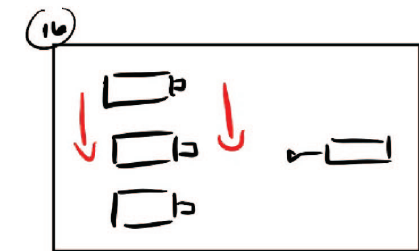
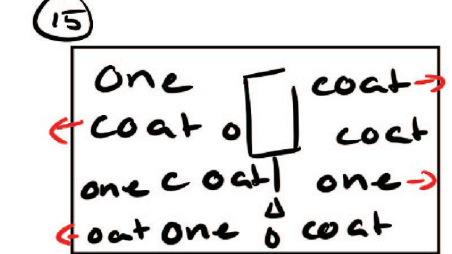
Dripping



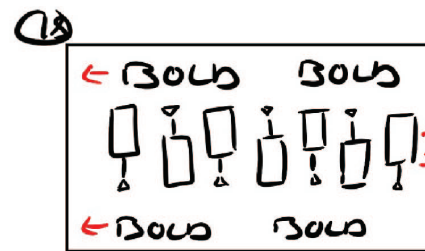
Words appear one by one



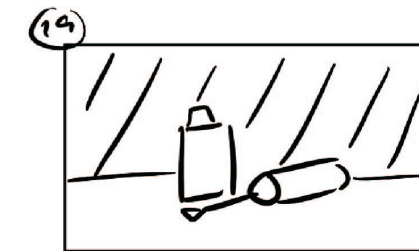
Display packaging and bottles



Flowers grow



Polish brushes









## CANYON CREATIVE SIZZLE REEL

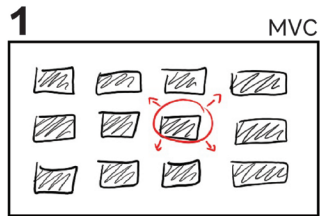
2D Motion Demo Reel

Canyon Creative is a student run advertising and graphic design agency. The sizzle reel uses smooth transitions where each project flows into the next. From print and web design to film and animation, a number of projects done by the agency are displayed.

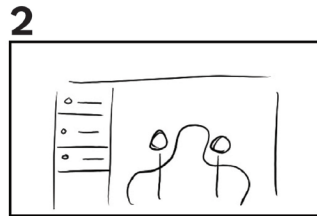
The reel was animated completely in After Effects, using multiple other programs to edit and setup files. It is made up of a compilation of videos and graphics that were not previously animated.



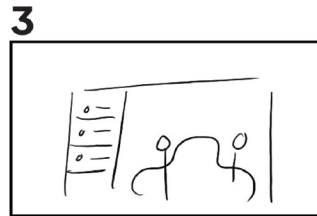




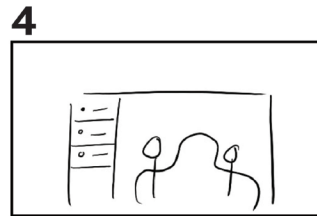
MVC storyboard



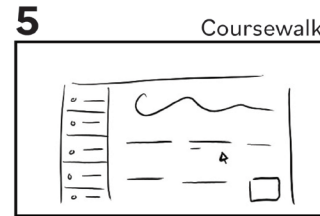
Storyboard panel



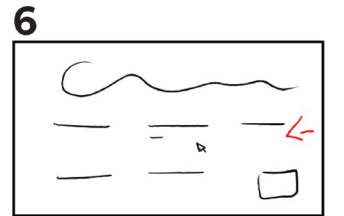
Assets fade in



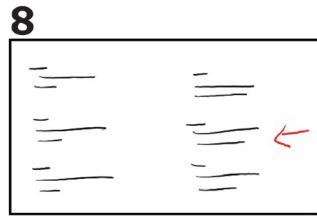
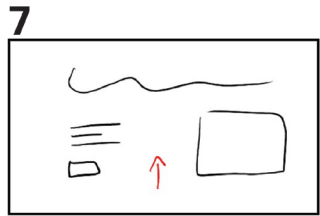
Animation



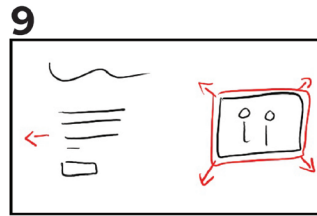
Coursewalk page



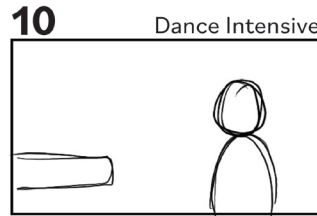
Selects advertising



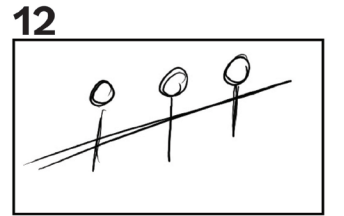
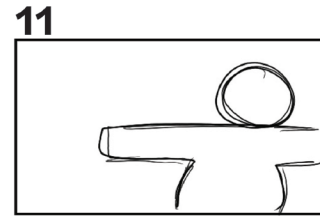
Scrolls



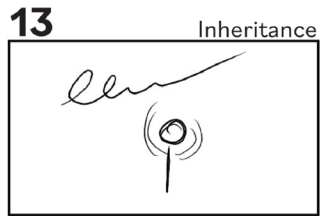
Dance page zooms on intensive



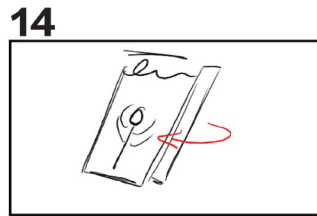
Dance intensive-00:34



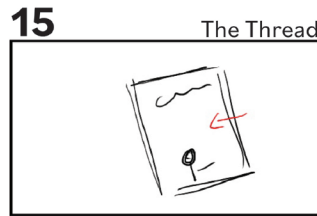
Dance intensive-00:38



Arms moving like flower opening



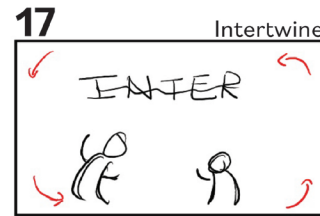
Lift off the page



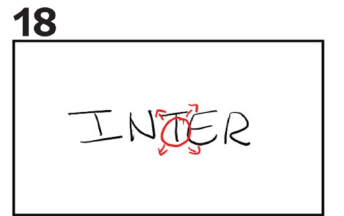
Settle back on page



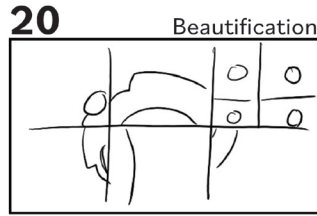
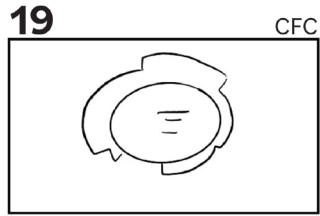
Draw on the thread



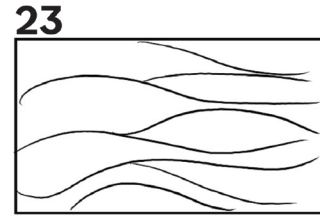
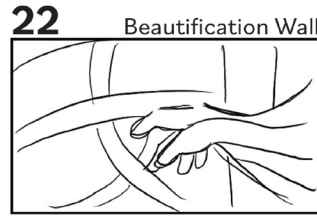
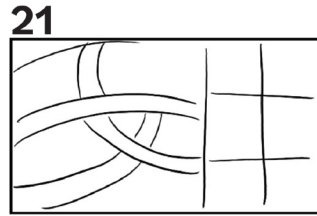
Match cut



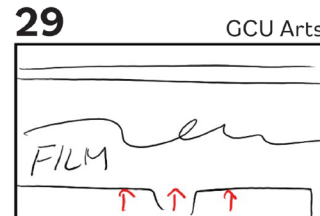
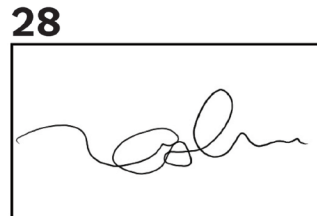
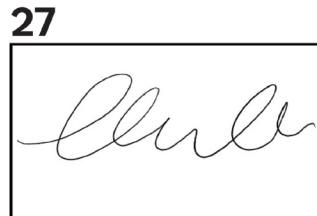
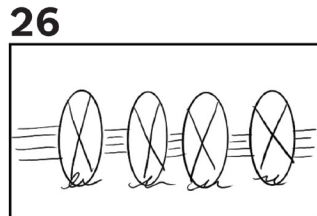
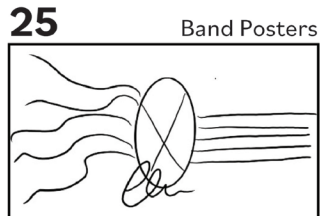
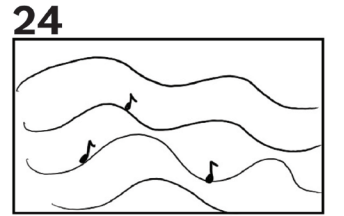
Zoom into white in inter



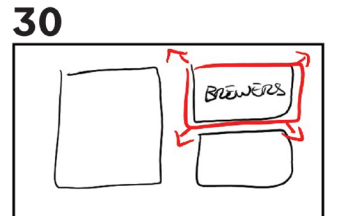
Flip like tiles



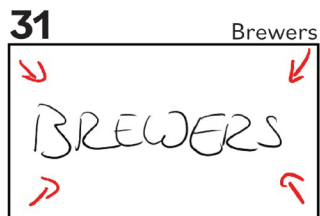
Colors thin into staff lines



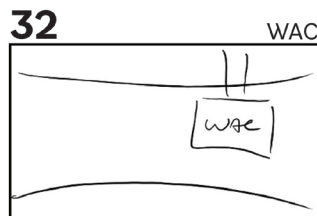
Scroll down



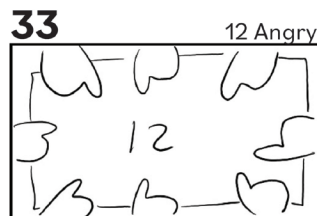
GCU home page



00:23-00:28 zoom out



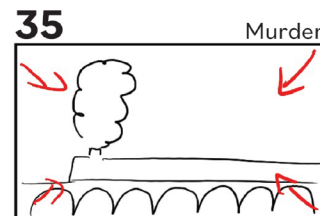
WACKed on studio screen



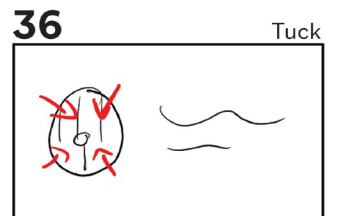
Screen goes up, pointing fingers



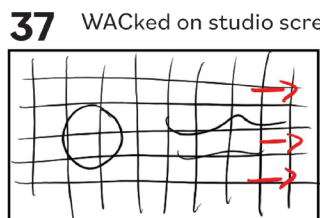
Covered by train smoke



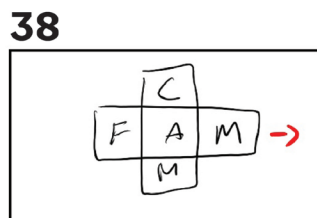
Zoom out, fading into green



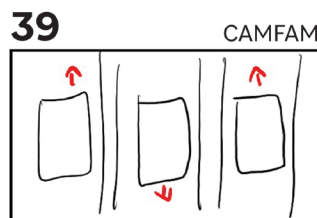
Zoom out of forest



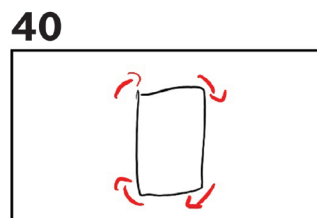
Tiles flipping over offset



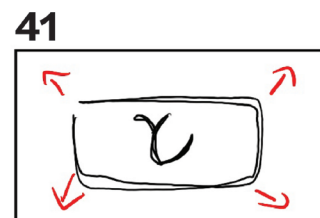
Tiles flip to reveal



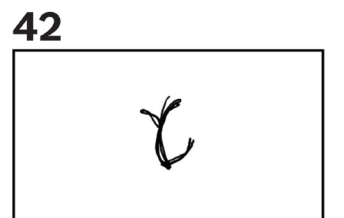
Social posts pop in



Phone rotates



Zoom in on phone



CC Logo

