



Paul Gibson Thesis Booklet

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Paul Gibson

Paul Gibson is an animator, compositor, and visual effects artist. He acts at the crossroads of 2D and 3D animation to create strong, visually interesting, and dynamic visual design. He is someone who takes pride in being versatile and a jack of all trades who can fulfill any role that he is placed into. He is also known as being proficient in many different programs with a wide range of experience. He can fulfill a variety of visual effects roles including everything from color grading, compositing, environmental tracking, simulation, and previs. Born in Mississippi and currently living in Nashville, Tennessee.

Paul Gibson

PaulGibson.me
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731-499-2846

Education

Bachelor of Fine Arts in Animation and Visual Effects
Austin Peay State University (Clarksville, TN)
Graduation: May 2021

Aug 2017- May 2021

Awards

"Best in Fest" - Jackson Alley Film Festival
(Group Project)
Austin Peay State University
Clarksville, TN

Feb 2019 - May 2019

Experience

Digital Fabrication Tech Support
Maintained and operated campus 3D printers and assisted classmates
APSU
Clarksville, TN

Jan 2019 - Mar 2020

Art Gallery Assistant

Updated and maintained art collection database and installation assistance
Clarksville, TN

Aug 2017 - Jan 2019

Animax Designs

Trained on operating and maintaining 3D printing company equipment
Nashville, TN

Spring 2020

Collaborative Projects

"24 HOURS" animation festival
Group of five who worked for 24 hours in the creation of a short film
Created environments and composited elements into a cohesive shot
Clarksville, TN

Oct 2019 + Oct 2020

VFX II short film

Short film exhibited at SIGGRAPH FSSW exhibition
Created appropriate and immersive elemental effects for given footage
Clarksville, TN

Feb 2020 - Apr 2020

Animation III class film

Animation Lead for my section of the film
Ensured that classmates work was complete and cohesive
Clarksville, TN

Oct 2019 - Dec 2019

Skills

Adobe After Effects
Adobe Illustrator
Adobe Photoshop
Autodesk Maya
Nuke VFX software
Blender

Demo Reel



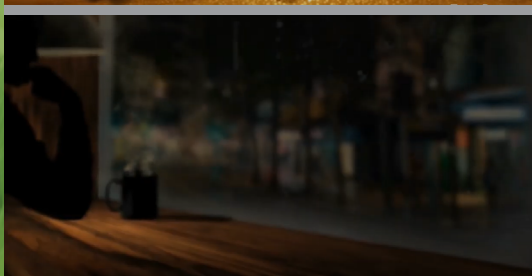
[YouTube Link](#)



Shot 1: All Aspects (After Effects/ToonBoom)



Shot 2: Environments + Compositing
(Blender/After Effects/ToonBoom)



Shot 3: All Aspects
(After Effects)



Shot 4: All Aspects
(After Effects/ToonBoom)



Shot 5: All Aspects
(ToonBoom)



Shot 6: All Aspects
(After Effects/ToonBoom)



Shot 7: Environments + Compositing
(After Effects/ToonBoom/Blender)



Shot 8: All Aspects
(Blender)



Shot 9: All Aspects
(Maya)



Shot 10: All Aspects
(Blender)



Shot 11: All Aspects
(After Effects/Blender)



Shot 12: All Aspects
(ToonBoom/Blender)

Website

Paul Gibson

Work Resume About



[Website Link](#)



Pre-Production

Elevator pitch

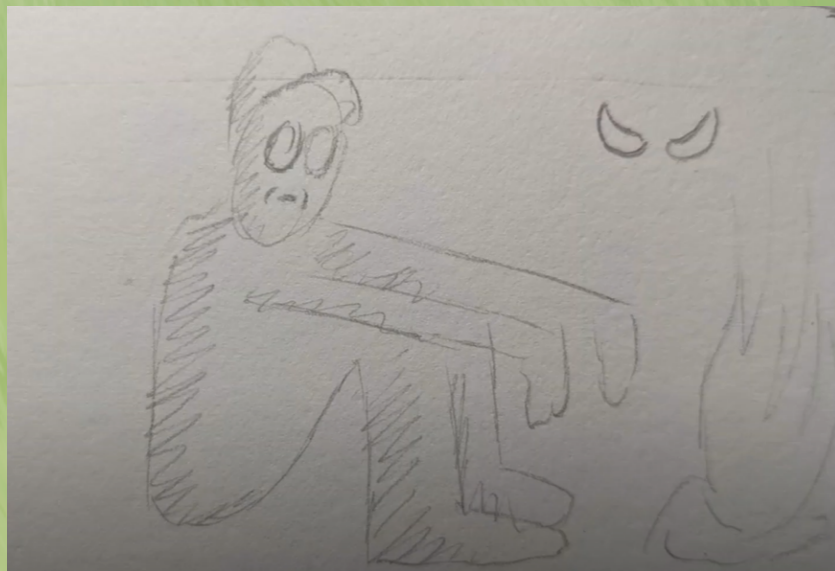
A short film utilizing audio from a documentary to create a related, but unique end product.

Proposal

For my thesis, I propose creating a short film that utilizes a public domain audio clip of a Richard Proenneke living in Alaska. It will include 3D environments with custom shaders used for rendering in a way that makes the 3D elements appear painted. The main character will have a 2D face as to have a method for having properly exaggerated facial expressions without the need for creating and rigging a facial system. The film use an edited section of audio from the documentary to create an animated cover of the audio in scenes that showcase character movement, dialogue moments, and environment design.

Story Development

Beginning as a much longer concept stripped down to the essential elements, this film takes clips of the audio originating from the 1977 documentary produced by the National Park Service “Dick Proenneke - One Man’s Alaska” and recontextualizes them into an approximately one minute short film. This film was originally meant as a much more story focused affair, but was eventually pruned down due to overambition and is now a much more manageable length and complexity. The film takes place with both narrator and Dick Proenneke himself describing his day to day life and how he went about carving his own life in the rough and brutal Alaskan environment.



[Cut original draft storyboard idea](#)

Learning outcomes

My main learning outcomes with this project were to form a greater understanding of both blender and the more intricate aspects of 3D animation. Before beginning this project I had a very rudimentary understanding of Maya and really only knew insofar as it allowed me to animate pre-rigged characters. This project has allowed me to learn exponentially more than I had known in previous years by giving myself an external reason to research new aspects of 3D. I now know much more about shader development, rigging, tracking, modeling, and many more aspects. This project has allowed me to dive into a wide variety of techniques and skill sets used in 3D art that I otherwise would not have had reason to delve into.

Reference List

-Movies

The Revenant

The Grey

"The Firebird Suite" Fantasia 2000

The Hunter

-Internet Content

AlfieAesthetics

"The Mission Across Wales"

Brackenwood Series

Joe Robinet

-Books

"My side of the mountain"

"Theodore Roosevelt in the Badlands: A Young Politician's
Quest for Recovery in the American West"

-Games

The Forest

Skyrim

Red Dead Redemption I+II

Legend of Zelda: Breath of the Wild

Journey

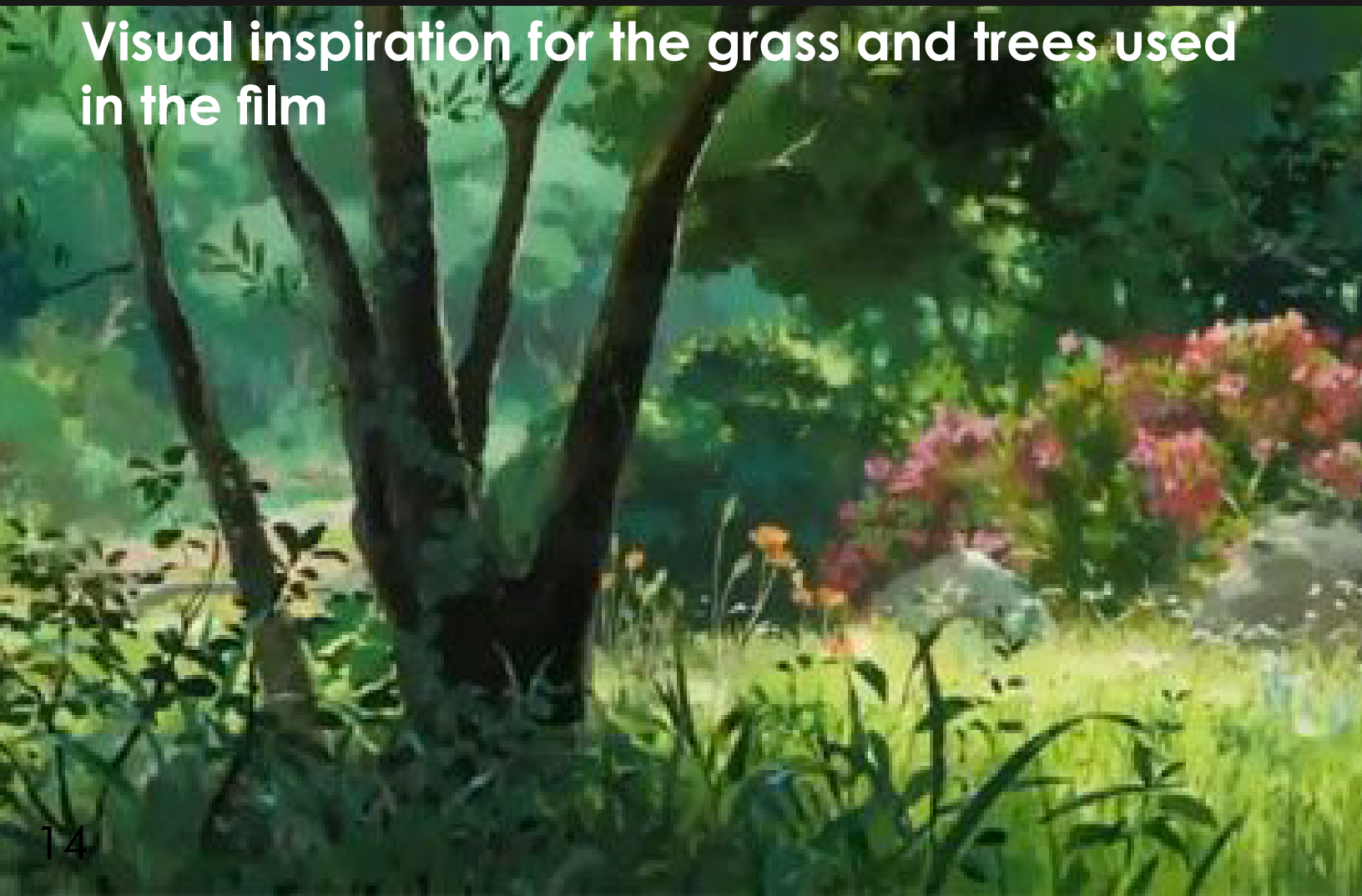
Among Trees

Alfie aesthetics that inspired the general woodland theme

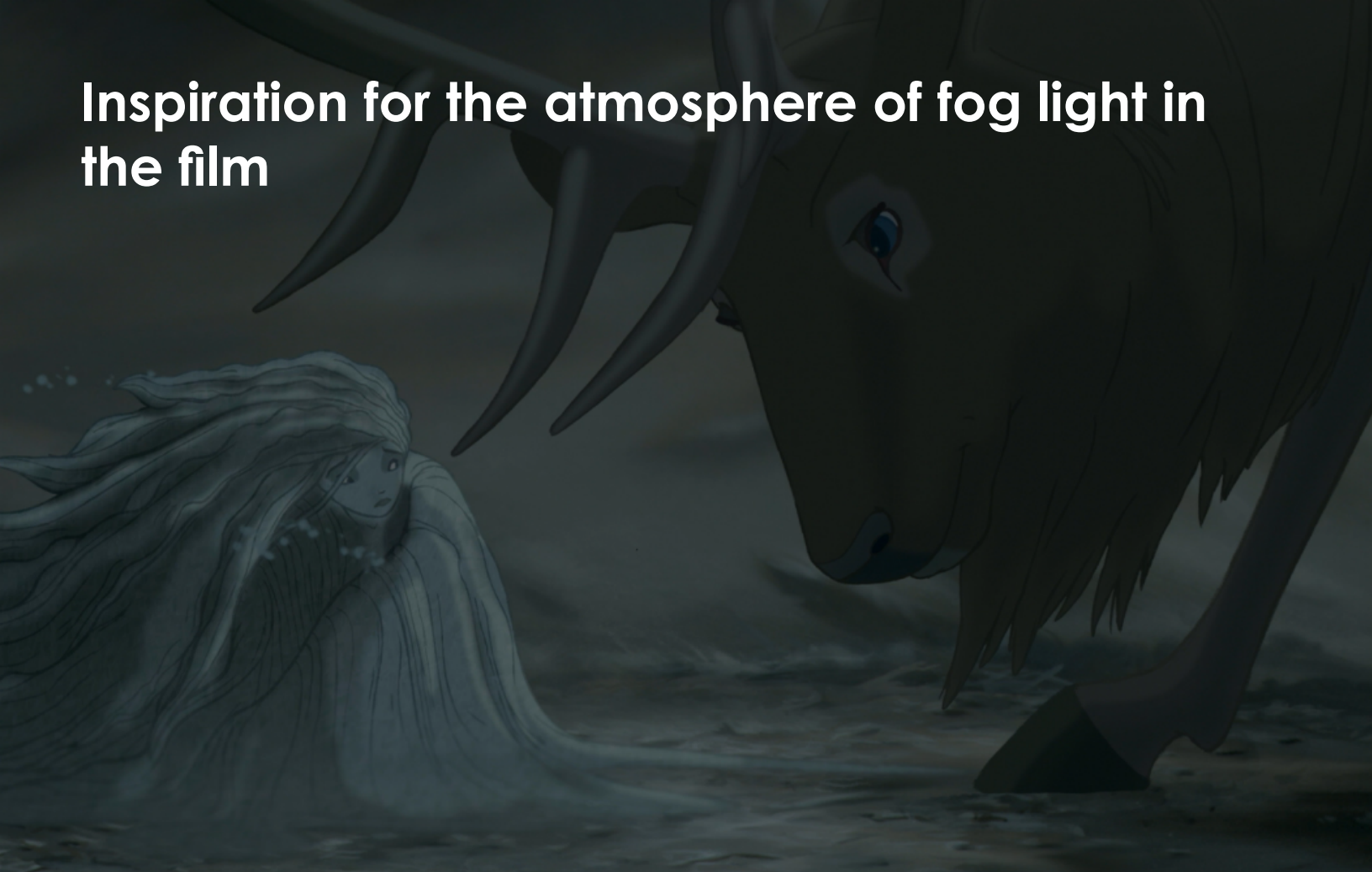


CampAesthetics 14 (Wild Camping UK)

Visual inspiration for the grass and trees used in the film



Inspiration for the atmosphere of fog light in the film



Visual inspiration for the grass and trees used in the film



**Visual inspiration for the grass and trees used
in the film**



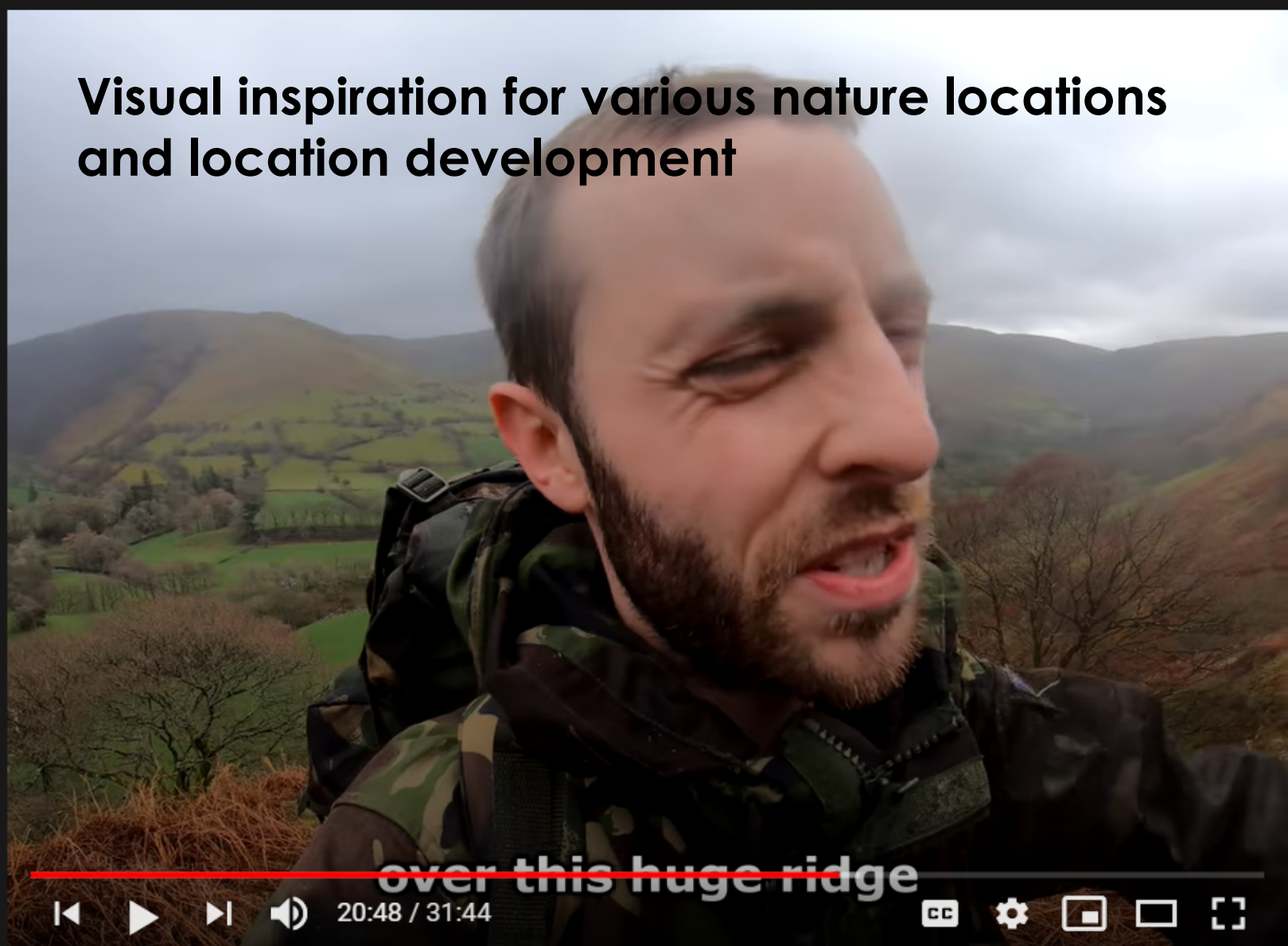
Visual inspiration for the grass and trees used in the film



Visual inspiration for the shader used in the film



Visual inspiration for various nature locations and location development



I attempted to cross an entire country in a straight line. PART 4



#bushcraft #joerobinet #giveaway

SOLO BUSHCRAFT CAMP IN THE RAIN - New Backpack Giveaway- Catch and Cook - Open Shelter in Bug Season



CampAesthetics 13 (Wild Camping UK)



Proposed Schedule

Paul Gibson Thesis

Thesis: Short Film

	Aug 10, 2020							Aug 17, 2020							Aug 24, 2020							Aug 31, 2020							Sep 7, 2020							Sep 14, 2020							Sep 21, 2020							
	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
TASK	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	
Research & Development																																																		
Storyboards																																																		
Reaserch																																																		
Environmental Modeling																																																		
Modeling																																																		
Shading Development																																																		
Pre-Production																																																		
Animatic																																																		
Scope Limitation																																																		
Booklet Design for Presentation																																																		
Written Material																																																		
Asset Creation																																																		
Asset Placement																																																		
General Design																																																		

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Task List

Production

-Rough Animation (Character Movement)

Create a rough pass with the character movement animation to get the rough form of the scene down

-Polishing Animation (Character Movement)

Go back over the rough pass once everything is set out to polish it to its final state.

Rough Animation (Dialogue)

Create a rough pass with the dialogue scenes to get the dialogue animation to get the rough form of the scene down

Polishing Animation (Dialogue)

Go back over the rough pass once everything is set out to polish it to its final state

3D Animatic

Combined efforts of the rough animation and the rough environmental layout.



Environment

-Rough Environment layout

Rough layout of the environments that will be utilized in the final product.

-Polishing Environment

Put the finishing touches on the environment worked on in the rough pass

Editing

-Sound Design

Create or locate any sounds that may be needed that were not already part of the base sound clip.

-Editing pass

Ensure that everything is flowing in a smooth and organized way to get the best possible flow for the short.

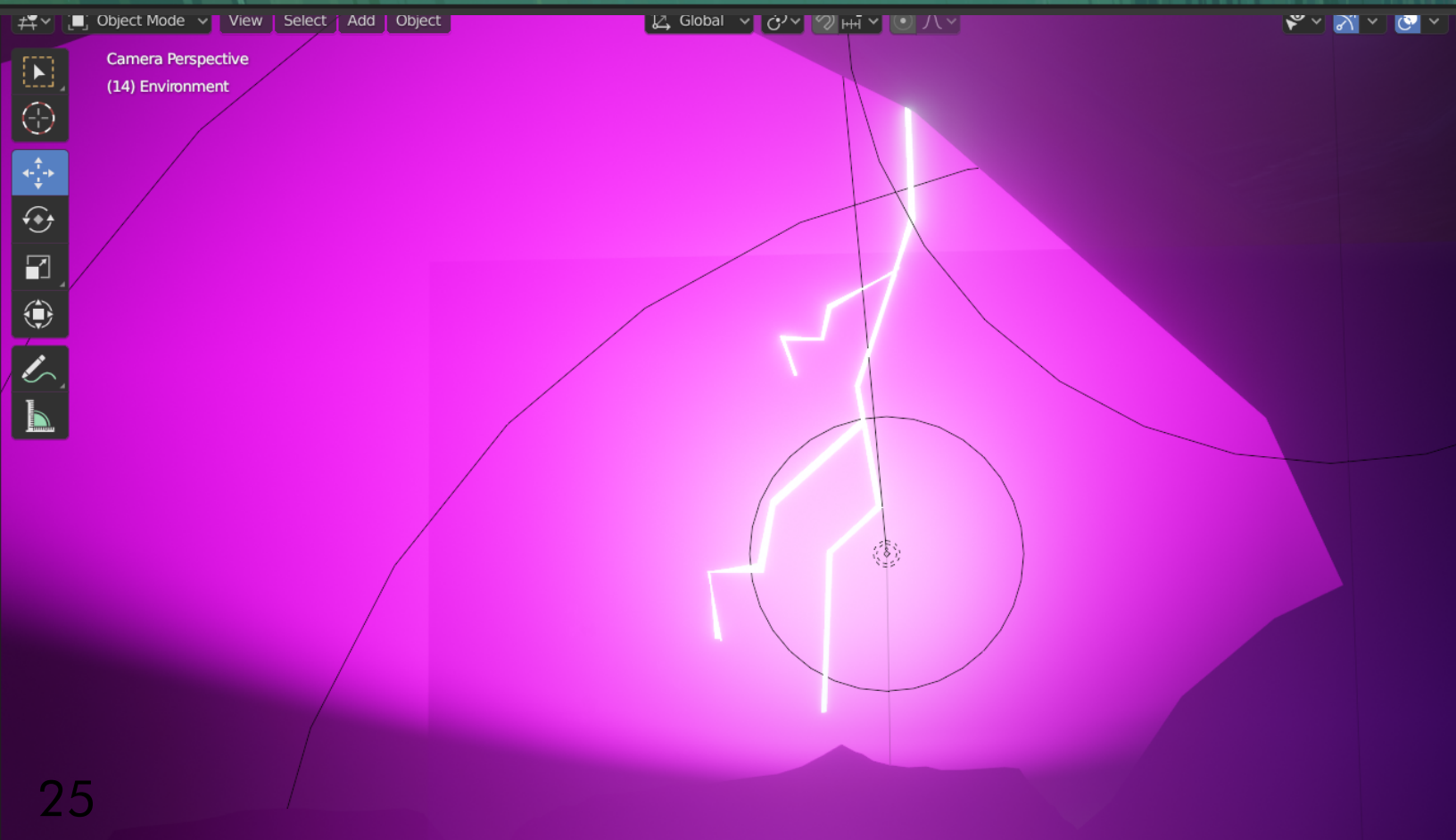
-Bells and whistles

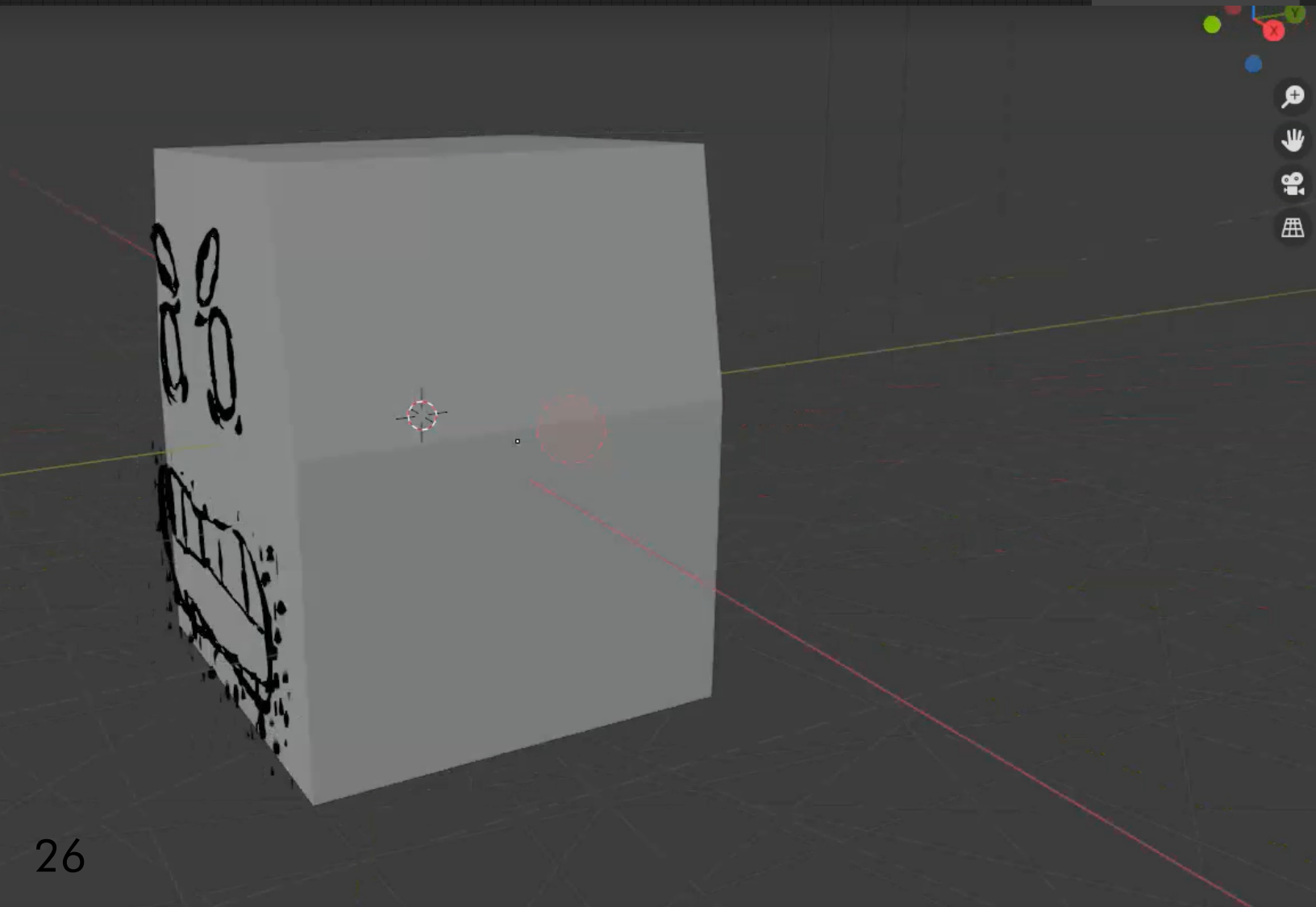
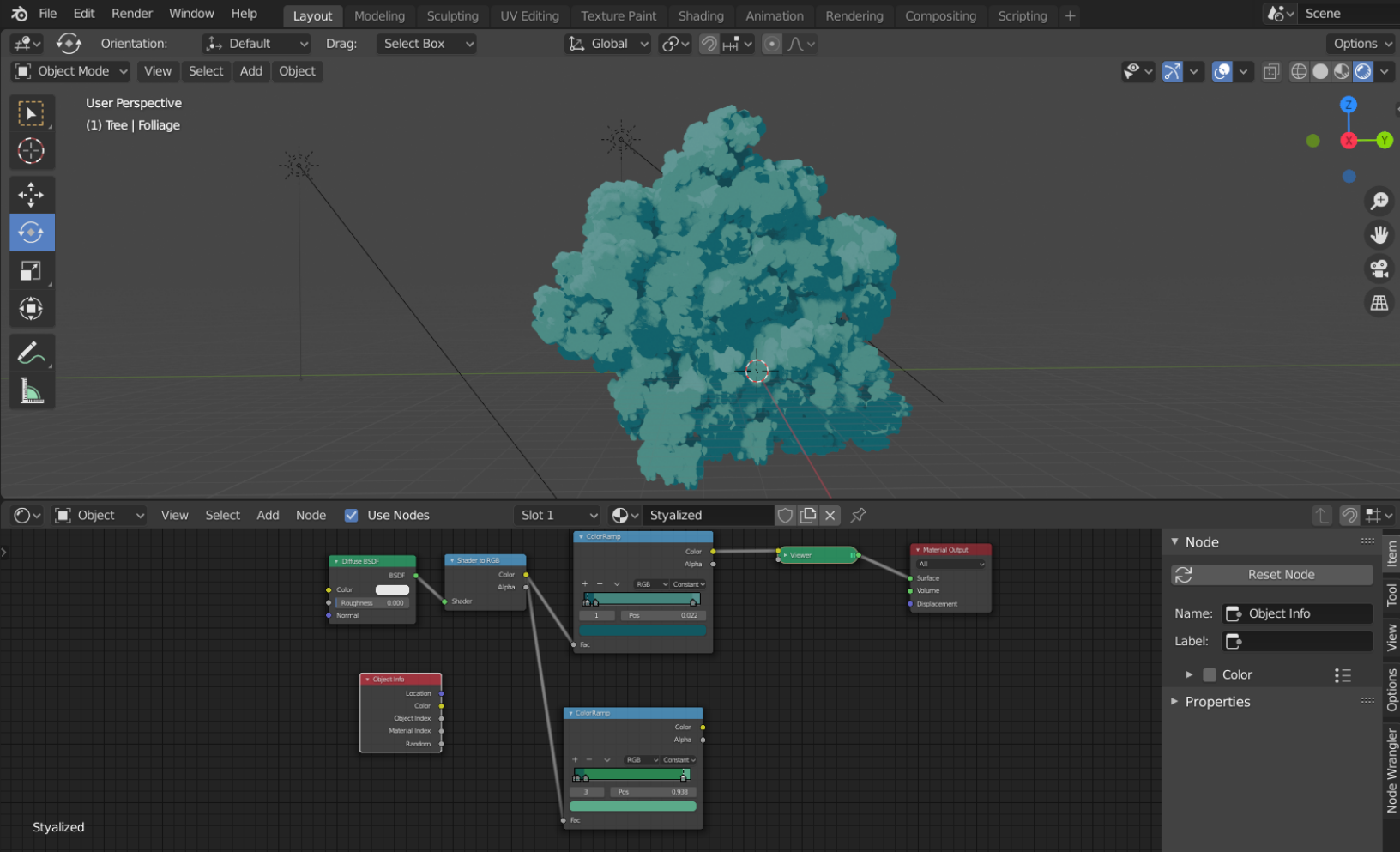
Anything that may be added to the short to increase visual quality, but not necessarily necessary for the final product.

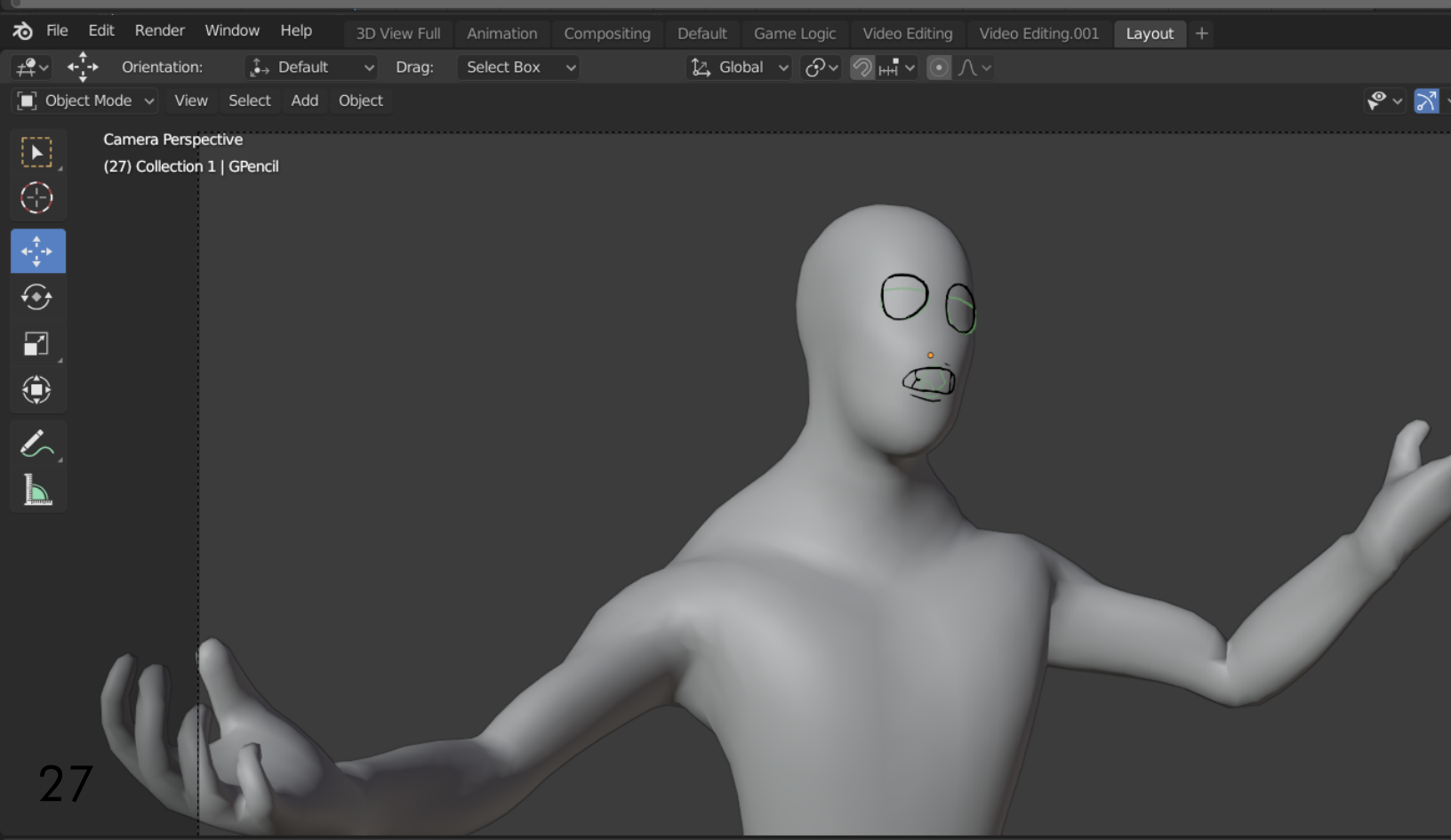
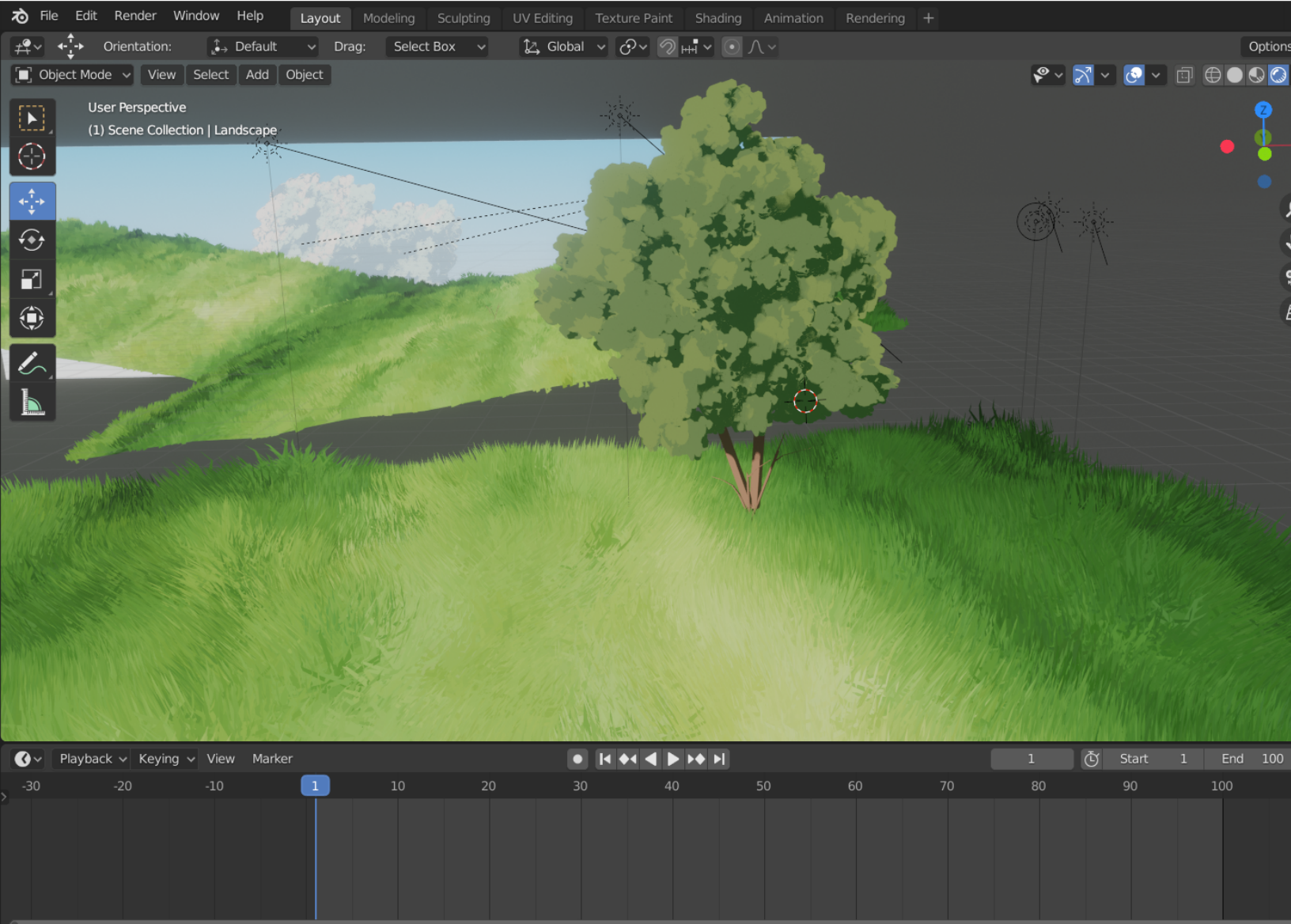
Task List for assets

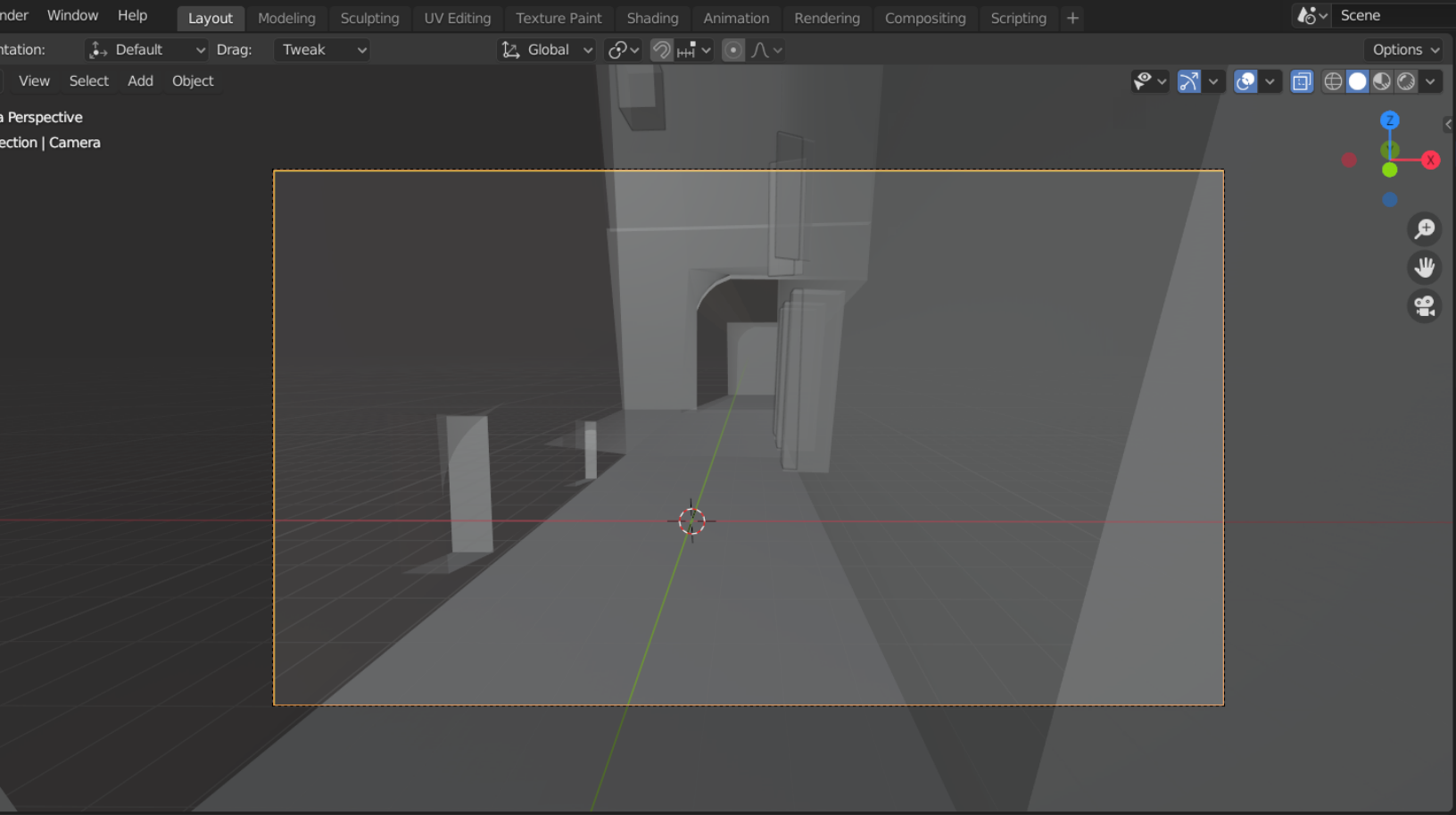
- Character
- Grass
- Tree (4-5 building blocks)
- Rock (4-5 models)
- Dirt
- Bush (4-5 Building blocks)
- Dirt path + Muddy variant
- Moon + Stars
- Cabin
- Dark Interview room

Visual Development







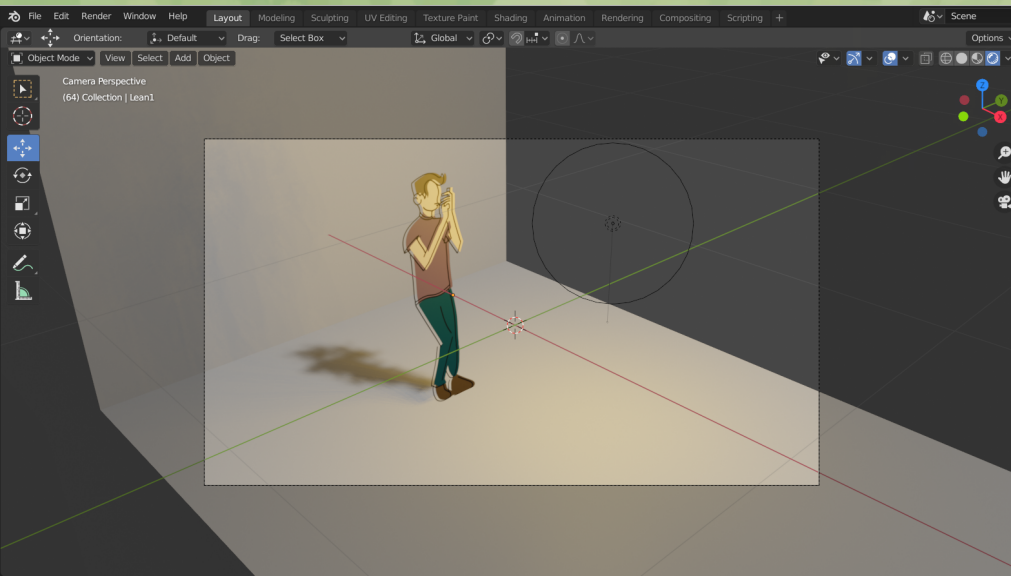


Refined animatic



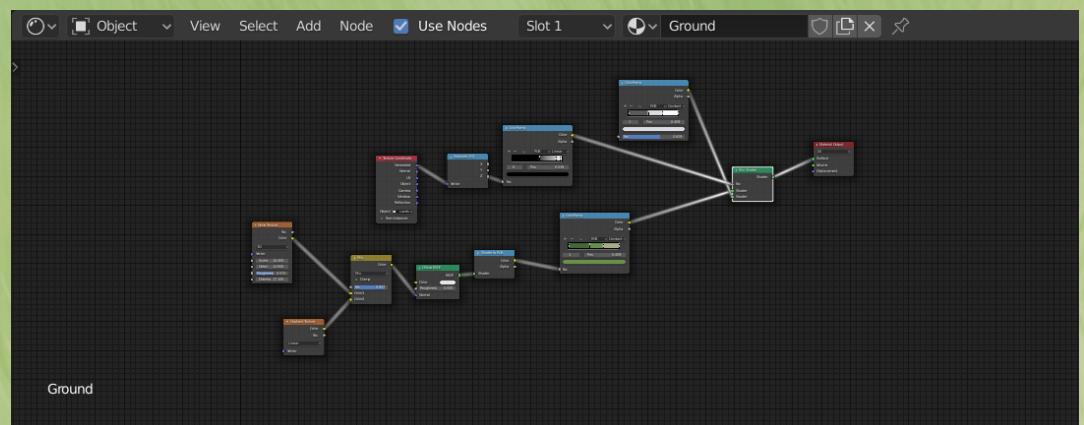
Production

Testing



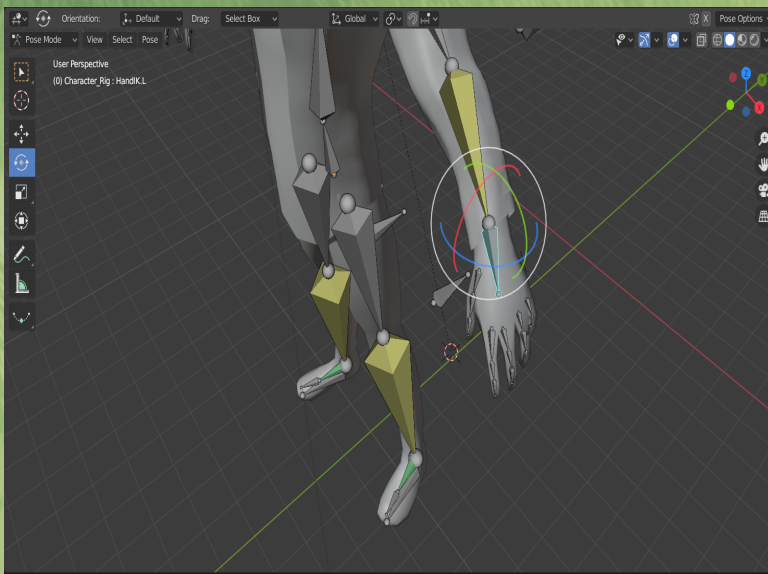
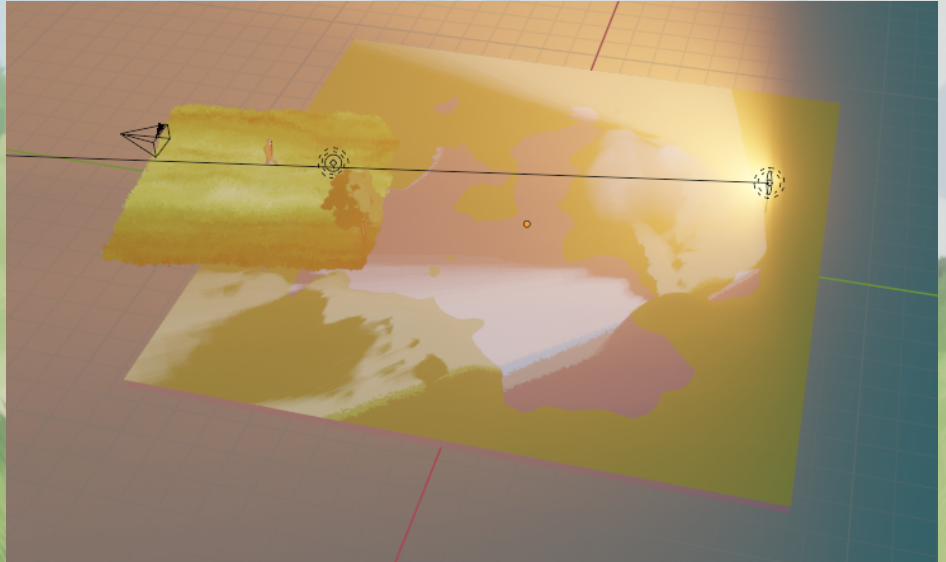
2D to 3D integration testing

**Shader creation
and modification
based on what
I need out of a
given scene**



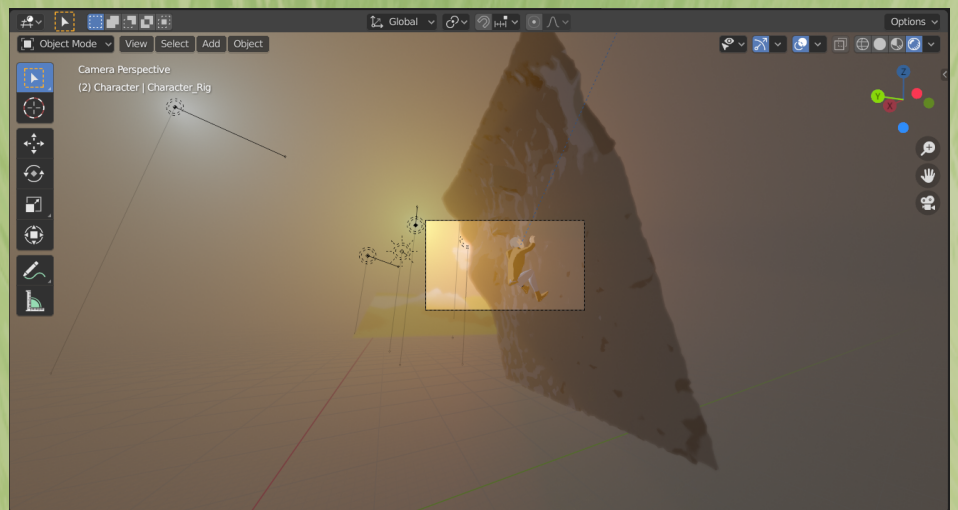
Testing

Experimented with methods to have low poly distant environments without much hardware burden



Fine tuning rig to iron out any glitches or errors

Testing Lighting and differing ray settings

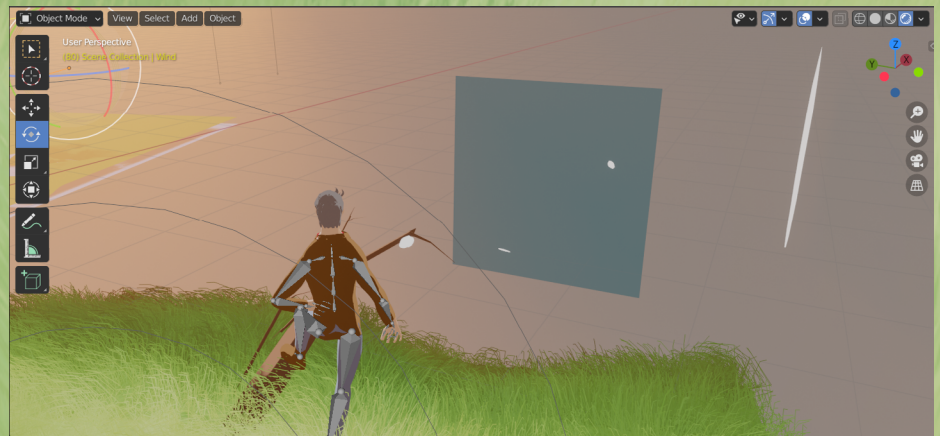


Testing

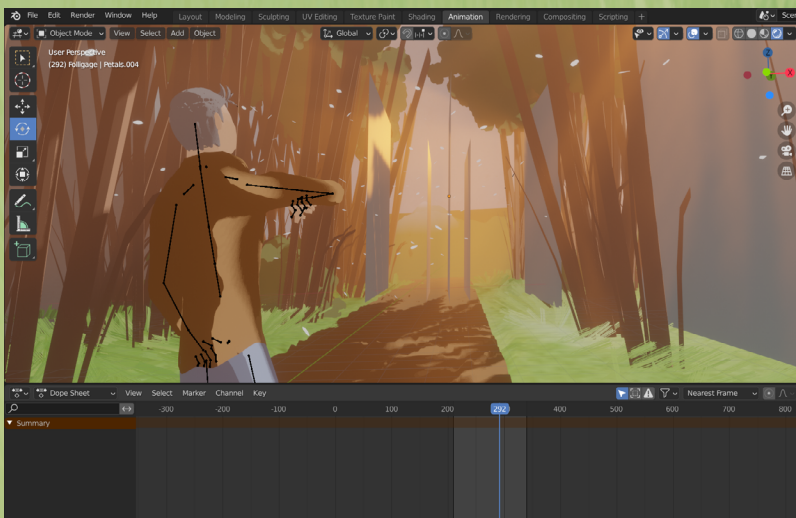


Testing parameters to create wind simulation

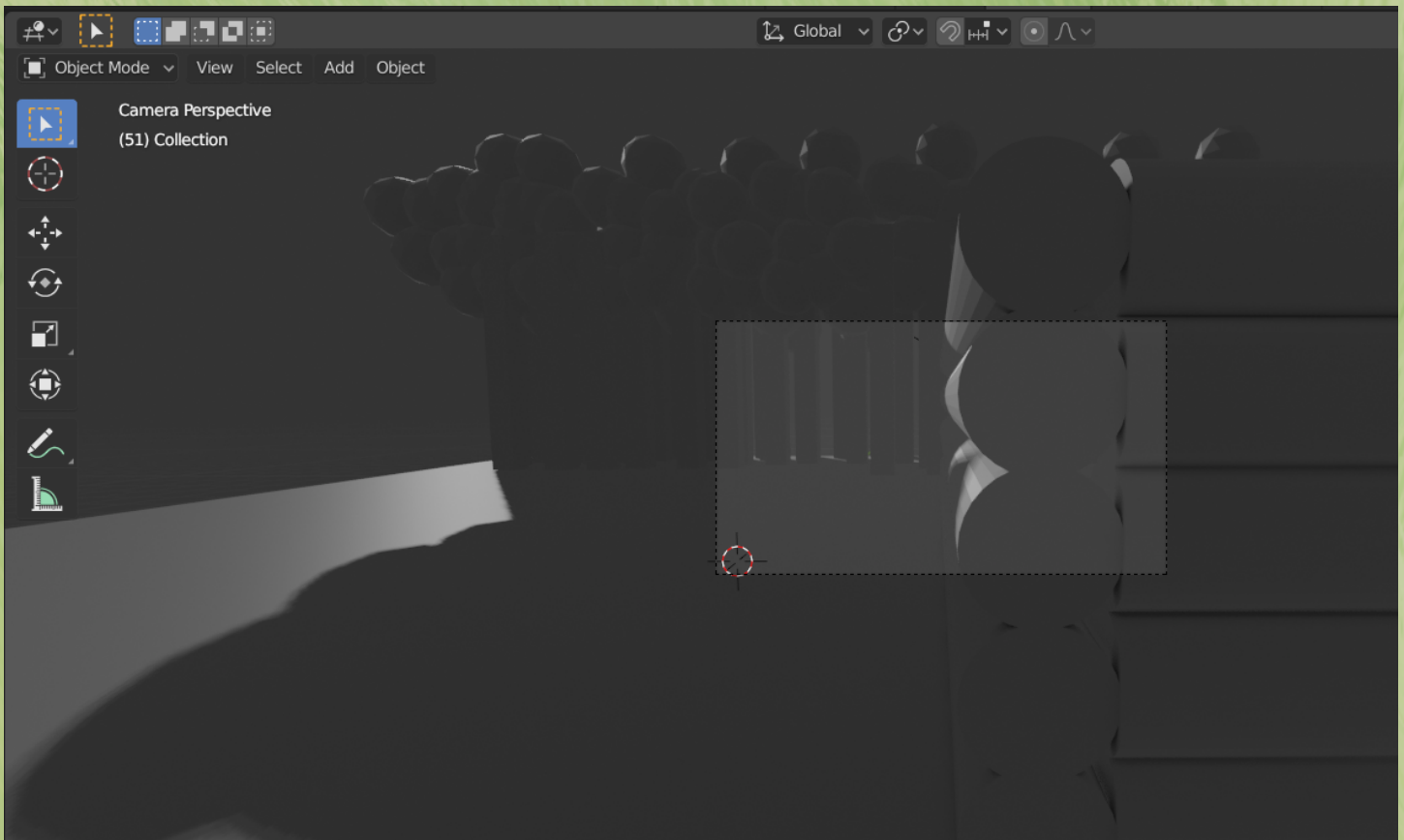
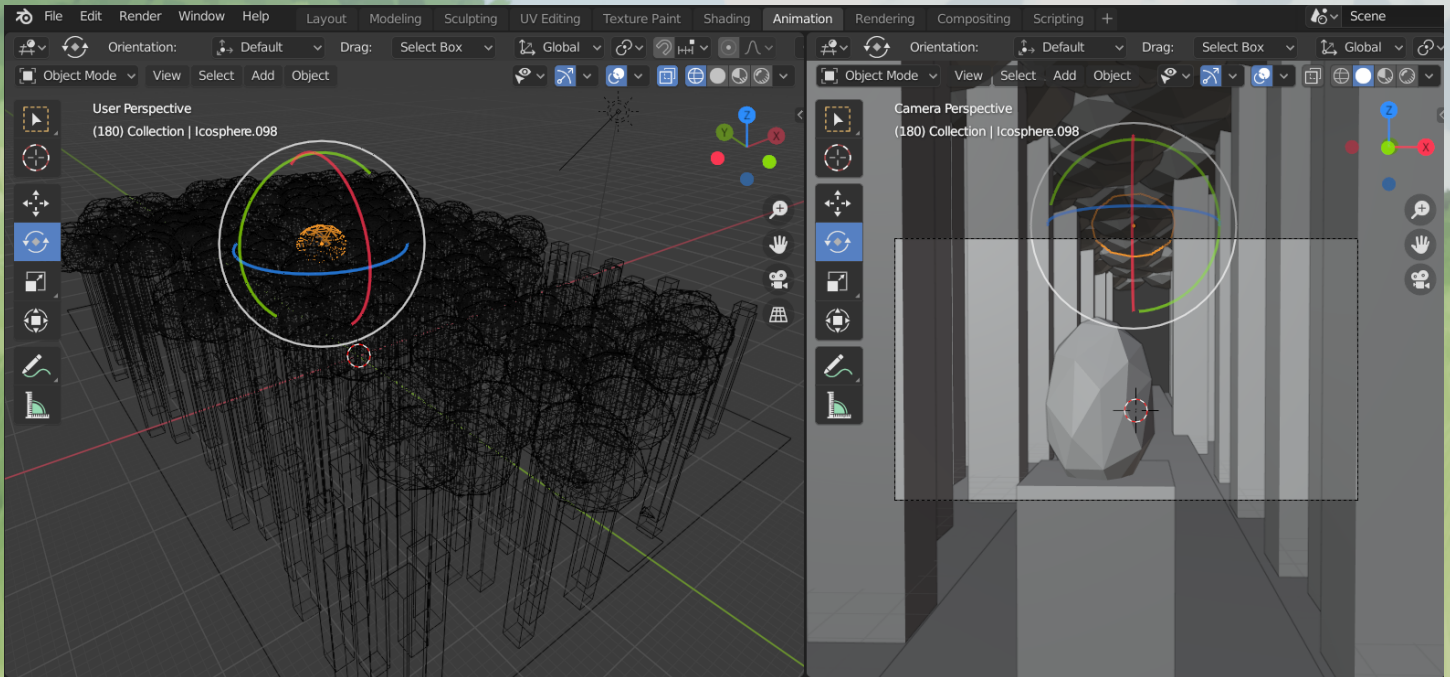
Petal flow simulation and modeling



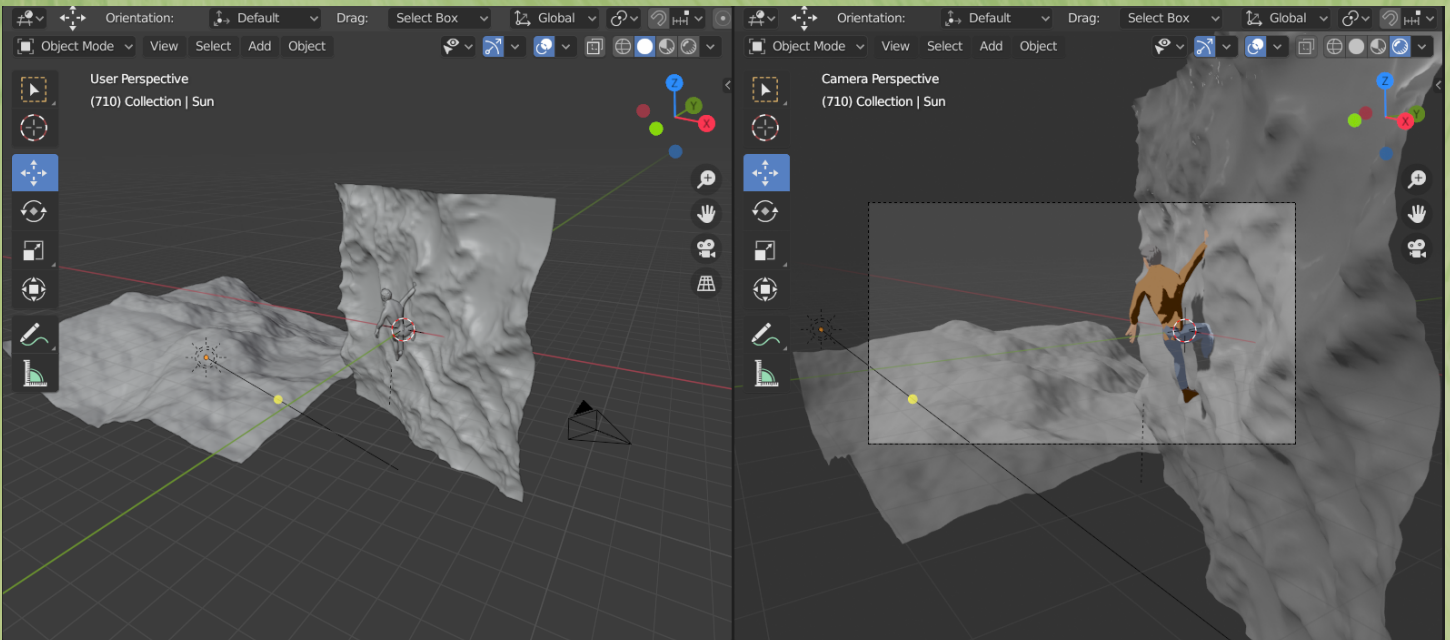
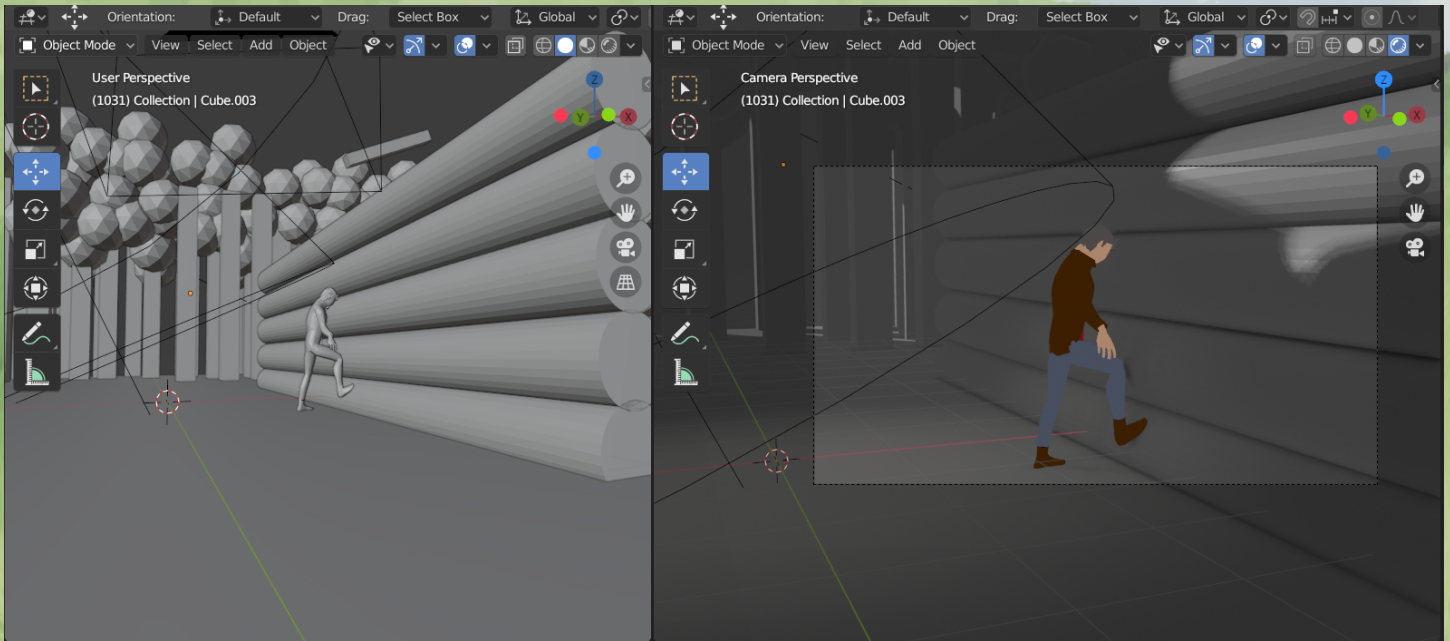
Creating atmospheric conditions for maximizing appeal and minimizing unnecessary geometry



Animatic Layout

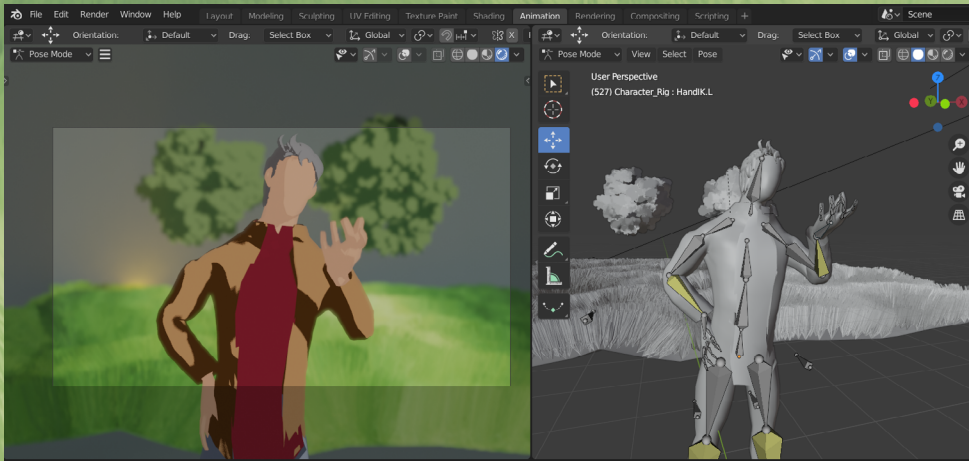
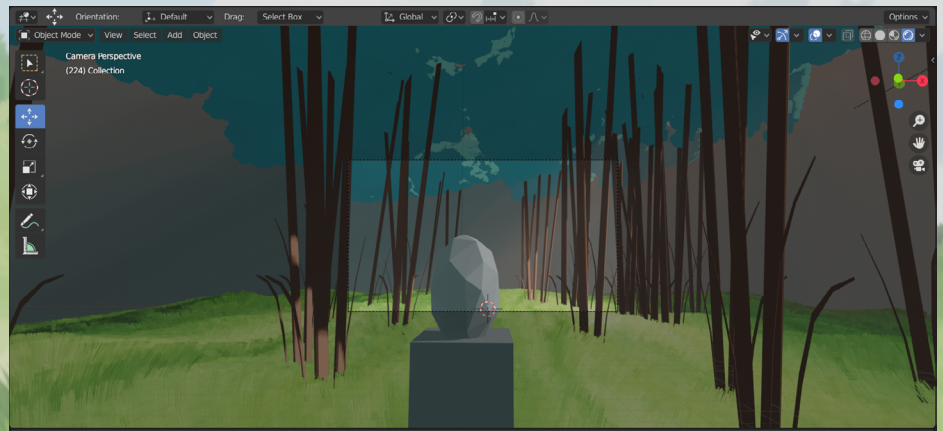


Animatic Layout

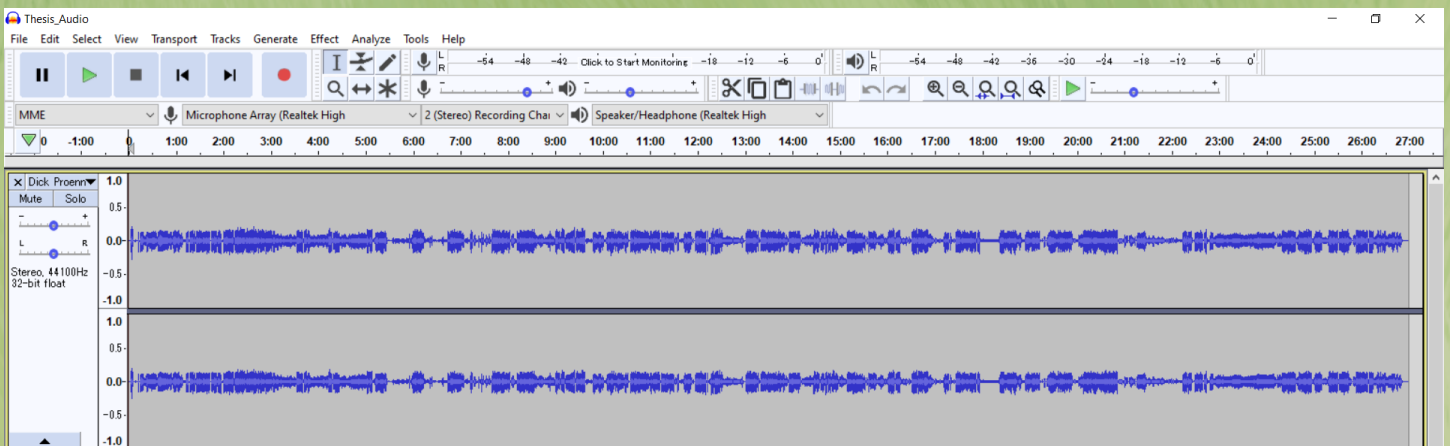


Updating

Updating objects in scene to more finalized assets

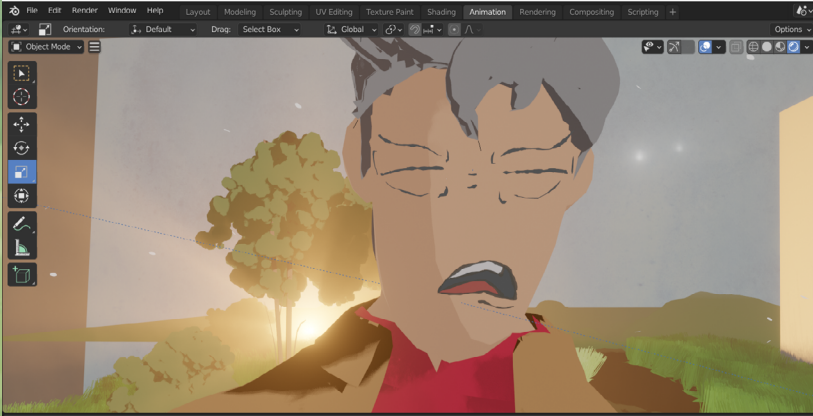


Getting keyframes into various animated dialogue scenes.



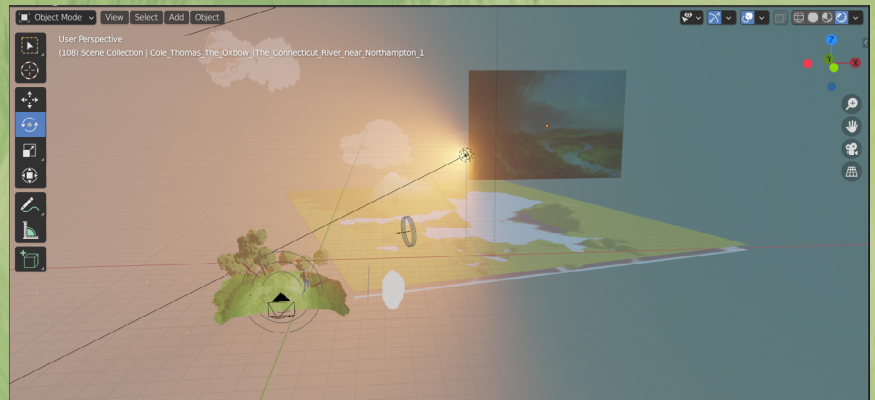
Editing various clips of the half hour documentary into a form that would be suitable and sensible for a short film. Ensuring that the sentences flow together in cohesive and engaging ways.

Updating



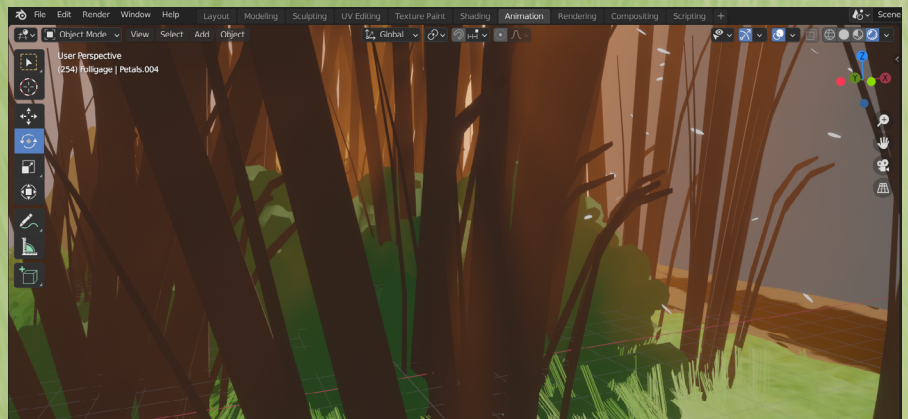
Getting the 2D face to integrate well with the 3D model and general aesthetic of the short

Taking inspiration from paintings to create an environment with good composition quality



Updating models to be more detailed and immersive in the world that has been created

Creating and troubleshooting a foliage particle system and vertex groups for realistic and efficient distribution of assets



Demo Layout



[YouTube Link](#)

Schedule

Paul Gibson Thesis

Thesis: Short Film

	Jan 10, 2021							Jan 17, 2021							Jan 24, 2021							Jan 31, 2021							Feb 7, 2021							Feb 14, 2021							Feb 21, 2021							
	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
TASK	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	
Production																																																		
Rigging refinement																																																		
Opening Scene																																																		
Opening Scene Layout																																																		
Wood Chopping Scene																																																		
Wood Chopping Scene Layout																																																		
Dialogue Scene																																																		
Dialogue Scene Layout																																																		
Cabin Construction Scene																																																		
Cabin Construction Scene Layout																																																		
Environment																																																		
Rough Environmental Layout																																																		
Polishing Environment																																																		
Additional Modeling																																																		
Cabin Model																																																		
Misc. Environemntal Elements																																																		
Sound Design																																																		
Sound Design																																																		

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Final Project

Final Project



[Final Project Link](#)

Shot Example Breakdown



[Video Link](#)



Post Production

Summary of Experiance

This project was mainly a trial by fire for trying to get a better handle on the world of 3D imagery. I wanted to learn everything from modeling to shading and rigging. I cannot even begin to express how much I have learned over the course of this project. The fact that many of these were my first attempt led to many failures along the way, but like most failures, this was a great way to learn. I learned far more than I otherwise would've if everything worked the first time. I had to dig deep into the various systems I was working with to really get to the heart of why some glitch was occurring and how to best tackle it.

If I were to give any advice to any future students, I would say to not have any strong attachment to any of your ideas. It is fine to go in with several ideas, but it really pays to be able to change ideas at a moments notice given appropriate feedback. It is important to have no sacred cows in terms of creating a successful thesis. I would be in a much worse space if I had stuck with my initial concepts without listening to the feedback that was provided to me.

I would say that I am most proud of all that I have learned. If I go back even a few weeks, there are so many things that I would change in that time given what I know now. I am also really happy with how the shading for the film turned out. It is certainly not perfect, but coming from what I initially knew, it was a great improvement. This was something that I simply had to experiment with as a tutorial for it did not exist. The result in the final film was the result of many revisions and hours of experimentation.

Reflection on Learning Outcomes

As far as my learning goals go, I was really happy with how things turned out. The lessons I learned from doing this project are going to be able to help me with all sorts of future projects. I cannot even begin to summarize everything that I learned. When I first started the project, I only knew the most fundamental concepts of 3D programs. At this point, I have a very good working knowledge of how everything works and how they all fit together. One of the most important things that I accomplished is that I know enough to learn more. Before, I did not know enough about how everything worked to be able to really follow tutorials or troubleshoot any problems I would have had. I am incredibly thankful that I can actually follow the lessons that I see now without having to look up basic information. Getting that base level of knowledge has been hugely important for my future growth and abilities.

Post-Thesis Professional Goals

My goals for post-thesis are mainly focused on gaining a foot through the door of the industry. I am still unsure as to exactly what position I would wish to take up. I am mainly focused on being able to find a position I know I can do well in and then get a good feel for what each roll is really like. Getting further information is something that I am striving to find. I am also wanting to further my learning even outside of an academic environment and make myself more of an asset to any company I may find myself at. I hope to be able to find employment in an environment that will allow me to use the skills that I have learned over the last few years and work on projects that I can be proud of.