

Art Book

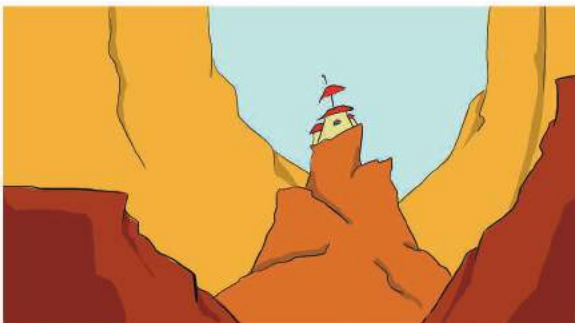
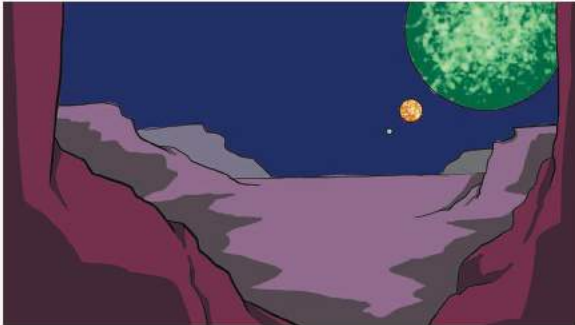
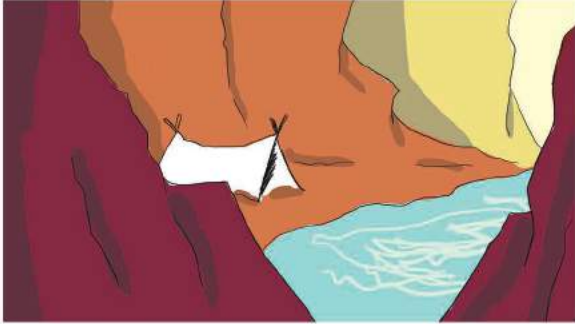
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Head Space



This Project began with the idea that I would have a stylized self portrait morph into a landscape that would represent my “head space” using stop motion. I started by roughing out some thumbnails. From those, I drew out three colored options for both the landscapes and the self portrait.





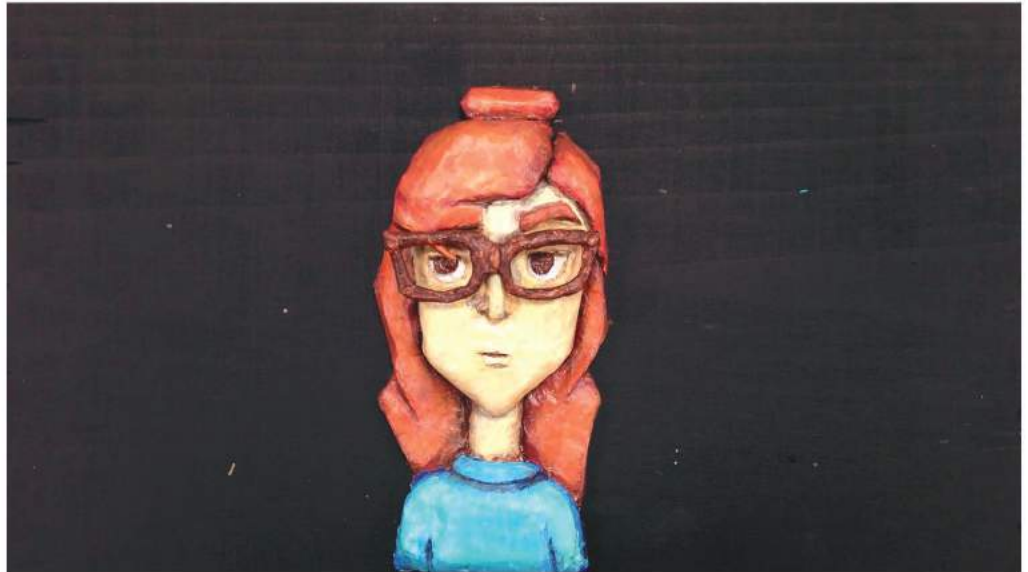
After choosing which designs I thought had the most potential, I developed them further. I focused on developing a similar shape language between the two so that they would morph together seamlessly.



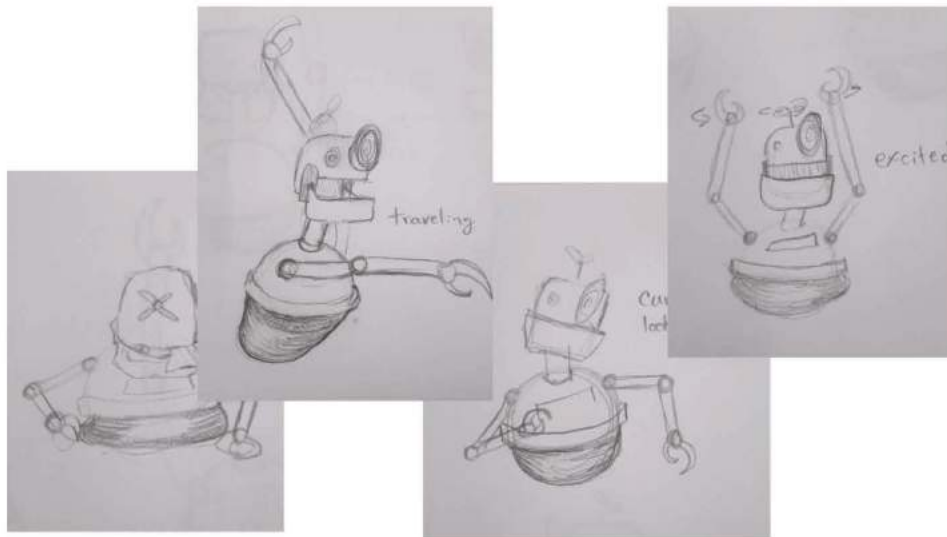
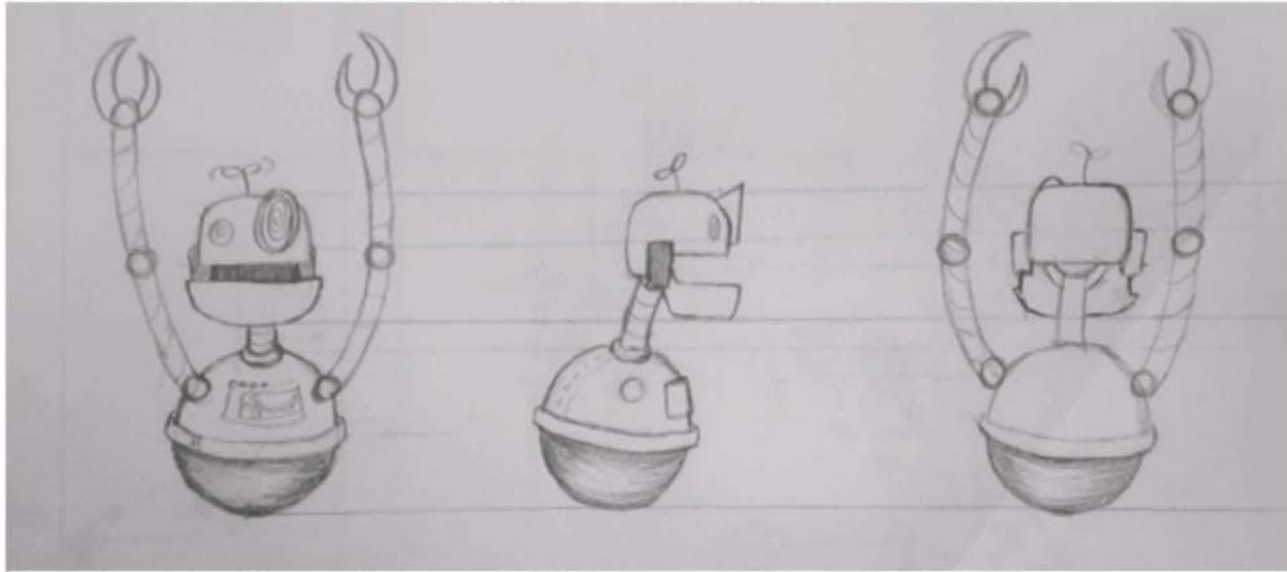
I also focused on working out the basic color palette to create depth in the background. After working out the background colors, I worked similar colors into the portrait to further help the morph.

From my previous rough drawings, I made scale maquettes using Super Sculpy clay and acrylic paint. These will be used to represent the first and the last frames of the animation.

These maquettes would later help me to edit my designs. I could see that I needed to adjust the face shape to be more appealing and dimensional. I would also end up adjusting the eyes to make them stand out more from behind the glasses.

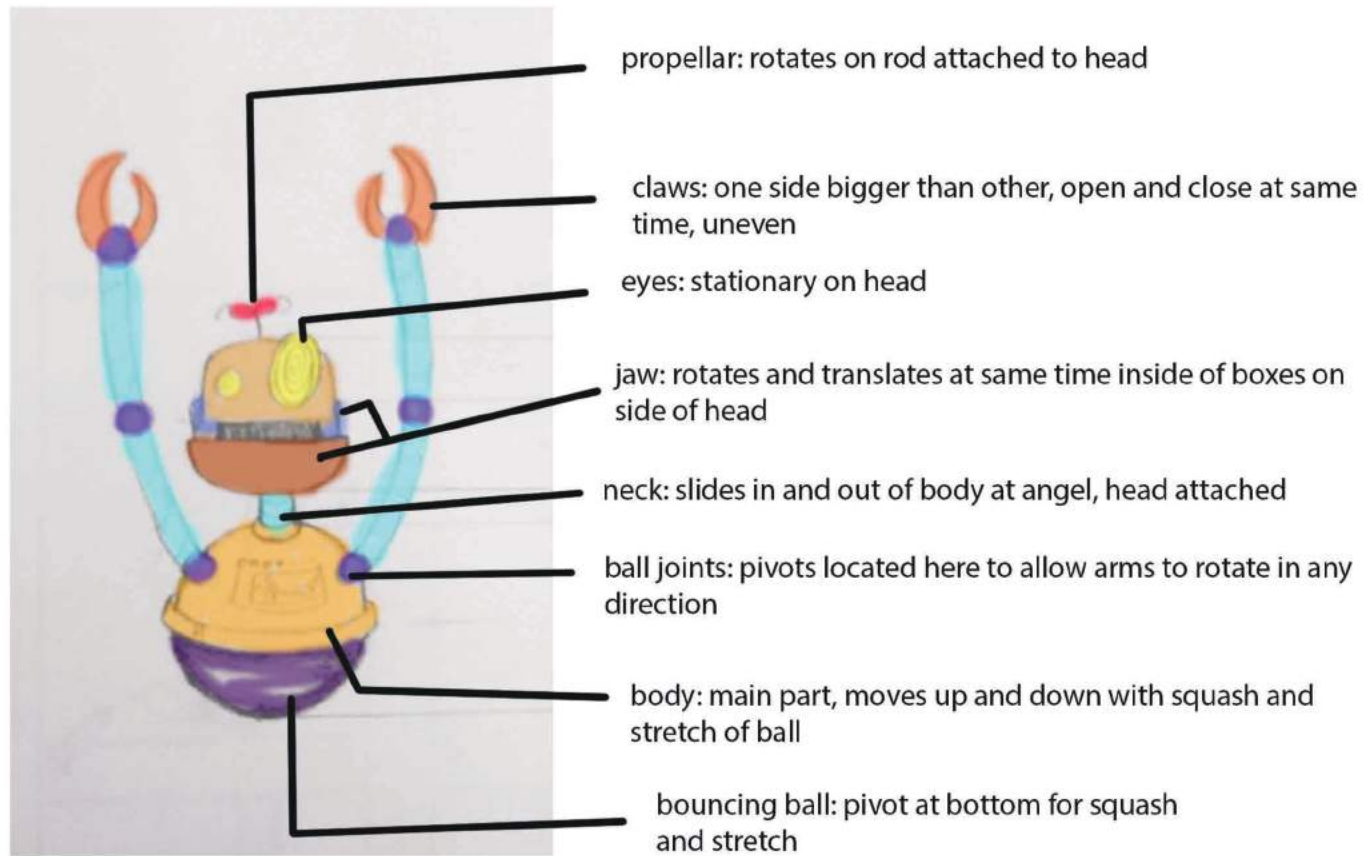


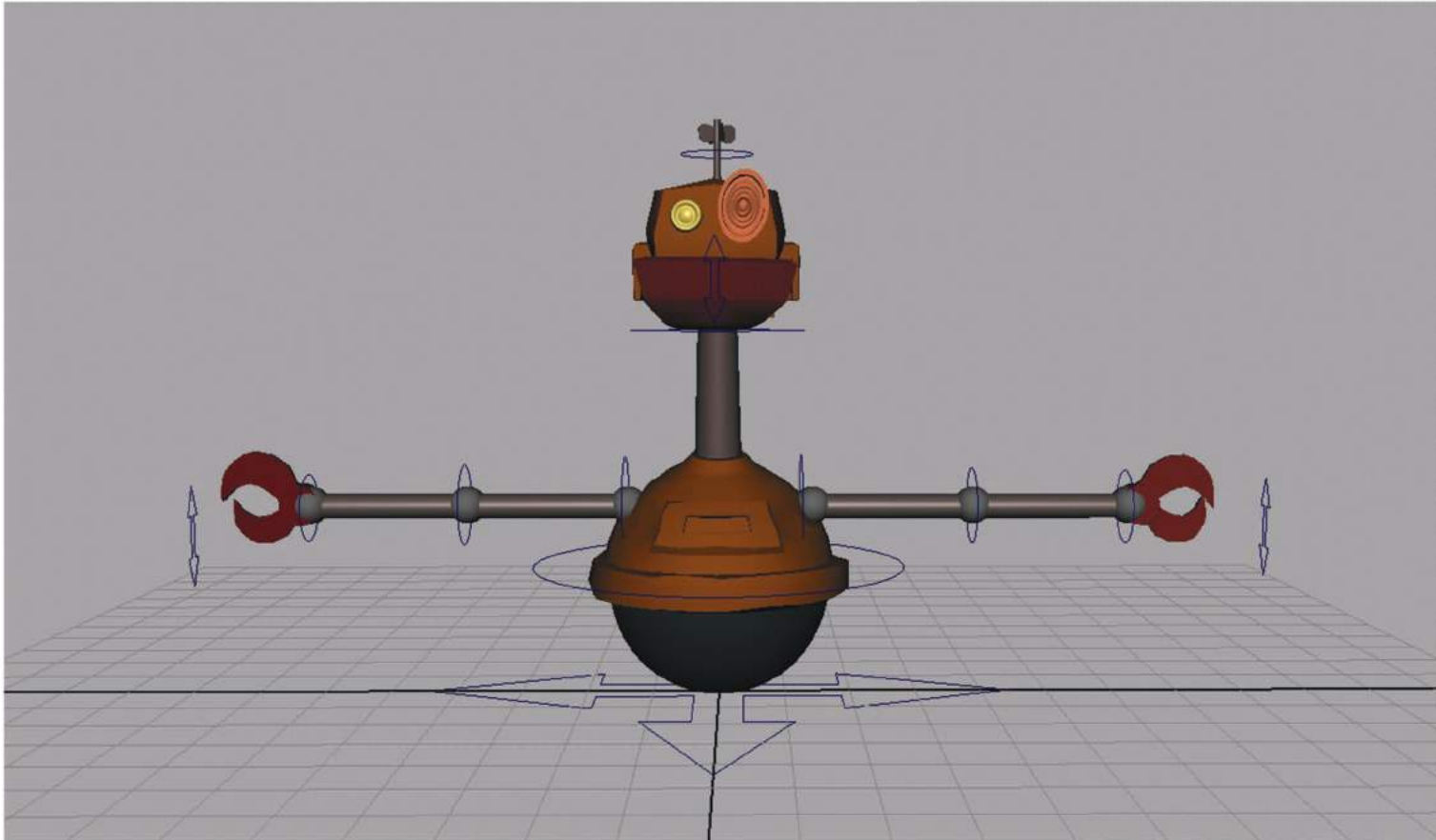
Robot



For this project, I wanted to create a robot character that was more on the childish or silly side. I settled on a concept where he would bounce on a hard rubber ball while steering himself with his long arms kind of like a monkey. His facial features are oversized and asymmetrical to give him a quirky personality. A propeller on top of his head can be used to further express his emotions as well as push his childlike appeal.

Using my designs, I made a quick diagram of how the rigg would work.





My final model and rigg turned out to be very easy to work with for animations that I did with it later. The design of the character has a lot of appeal and is very fun to animate. If I were to go back and change anything, I would probably adjust the texturing to make his features stand out a bit more and have the metallic copper pot feel that I was going for.

Resume

Summary of Qualification

I have a wide range of experience in both stop-motion and 3D animation from a combination of school and personal projects. I also have additional team work, time management, and communication skill that I obtained through extracurricular activities and part time work.

Professional Experience

SCAD Atlanta Generate, Participant, October 2015

- Generate is a 24 hour challenge put on by SCAD. I participated in the Animation challenge where we designed and made a character maquette in 24 hours.

Office Depot, Customer Service/Sales Associate, 2013-2014

- I worked at Office Depot as a seasonal employee. My responsibilities varied depending on the day, but they included customer service, sales, cashier, and organizing and stocking shelves.

Amazon, Warehouse Stower, July-Aug. 2014

- I worked in an Amazon warehouse where I would take incoming products and organize and stock them so that they could easily and safely be picked for outgoing orders.

Education

Savannah College of Art and Design (SCAD) Atlanta, Bachelor of Fine Arts, Spring 2017

- Major: Animation
- Related Coursework: Focus on 3D and Stop-Motion

Signal Mountain High School, IB Diploma, 2013

- International diploma with some college credits received

Awards and Recognition

SCAD Atlanta Women's Tennis Team Coaches Award

- Each year the athletics coaches at SCAD choose a player from each of their teams that they feel went above and beyond to receive the Coaches Award.

Imagine Magazine, May/June 2014

- I was included in an article of Imagine Magazine for one of my works that I had produced at a SCAD Summer Seminar when I was a junior in high school.

Reels/References

Available upon request.

