

Pei Qiu

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SUMMARY

Highly motivated Visual Arts student with excellent teamwork skills along with a solid technical background in 3D animation, video editing, motion graphics and photography and hands-on experience with softwares: Maya, Zbrush, Premier Pro, After Effects and Photoshop.

EDUCATION

- **Virginia Tech** Blacksburg, VA
• *Bachelor of Fine Arts* Concentration: *Creative Technology* expected *December 2018*

SKILLS

Software: Maya, Zbrush, After Effects, Photoshop, Bridge, Lightroom, InDesign Audition, Premier Pro.

Major: Drawing, Painting, Designing, Photography, Modeling, Animation.

Languages : Chinese, English

PROJECTS

Project 1: Nature in Particles Spring 2018

- Used Zbrush to make 3D modelings of subjects (dinosaur, deer, dolphin, flower, etc.);
- Exported those modelings as OBJ files, then imported them into After Effects;
- Used Form effect from Trapcode in After Effects to turn 3D modeling into particles and used Optical Flares effect to adjust background light;
- Rendered those files and then import all of them into Premier Pro;
- Attached all files together, then added a background music and modified speed in Premier Pro. Finally, exported the file as media;
- Project been selected to project on the building of Moss Arts Center, Virginia Tech.

Project 2: Fact & Fiction Fall 2018

- Used Photoshop to split each object in different layers, and keep the original image as background layer.
- Imported Photoshop file into After Effects as composition.
- Used camera to zoom in & out to make a 3D effect. Also, used Puppet Pin Tool and Distort Effect to animate objects.

Project 3: Mermaid animation trailer (senior studio) Fall 2018 (on going)

- Made a storyboard for the Mermaid's life and human impacts;
- Used Zbrush to create 3D modelings of mermaids and other ocean species;
- Exported those modeling files as OBJ, then import them to Maya for retoping;
- To be done: add texture for all the characters; rigging; rendering.

ACADEMIC COURSEWORK

Digital Photography, Principle of New Media, Principle of Art & Design, Drawing, Motion Graphics, Lighting/Projection Mapping, Digital Video, 3D Computer Animation, Animated Short Film, Character Animation.

HONORS & AWARDS

Named to the Dean's List in the College of Architecture and Urban Studies, Virginia Tech, Fall-2015

Named to the Dean's List, Greenfield Community College, May-2015

Became of a member of *Phi Theta Kappa* Honor Society, Greenfield Community College, Apr-2015