

Thomas Scott Nelson - Artist/Designer

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(805) 529-7149



Skills:

Adobe Creative Suite, Art and Illustration
Cinema 4D, 3D modeling and visualization
CAD/CAM physical modeling and production
Model Maker, Programmer CNC, & Laser cutting
Photography, Video, Music Production and Editing
MS Office, Open Office productivity & Web work

Experience

Independent Artist/Designer

2001 - 2017

Work for numerous clients; renderings, graphics, illustration, photography, audio, video, virtual tours, multimedia, web work, and model making. I have two film credits from work done during 2002-2004; "The Core" for modeling, and texturing digital pigeons, and "Gothika" for the digital cell block. I also modeled and textured the real-time model of Pixar's "Crush" character appearing in the Disney parks. Seasonal photo retouching for Planet Art, Calabasas, fall 2017 and, since early fall 2015, I have been an assistant machine shop instructor at the Simi Institute for Careers and Education.

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