

I am not sure when it actually was that I became interested in the performing and media arts. It might have been when I was in High School Drama and I worked Lighting in the stage productions. Or when I performed mime on the streets of Coconut Grove. It could have been the live production of dance and music I created in regards to protecting our environment. It might have been the course I took in the eighties on creating and recording digital electronic music. Maybe it has something to do with my dabbles in home automation and lighting designs or the masterful home theater systems I have created. It could just be that, my maintained interest in the computer software industry, along with collecting music videos of all the genres with most of my collection in chill and new age because they work so great as background audio effects to the various videos that I like to create.

It does have something to do with the time spent getting my Bachelor Degree in Urban Design. This degree is about creating and delivering urban design projects to clients in both the public and private sectors. Design projects are for the people and presented to the people. There is a relationship of methodology between the disciplines of Urban Design to Multimedia Communications. One class, in particular, had us create a YouTube video on a team worked class project. Although my version of the video was not used, I was greatly inspired by the teams work and effort in creating the animation short stop video.

The most significant experience happened when I came out of class one evening in February 2013 at the Downtown Campus of Florida Atlantic University in Fort Lauderdale. The Auto-Nation company was having a celebration to promote their nationwide expansion, they had a team of multimedia artists create an architectural projection mapping on the side of their downtown corporate office building. This was the most amazing thing I have ever seen. It was like video post-production in real time. The projection transformed the side of the building into moving parts that looked so real. Synchronized audio special effects of clanking metal sounds helped to establish the realism of the event. Although it was a blend of a commercial product to the multi-media event that was taking place it was extremely enjoyable to watch.

By coincidence, during the same term I was in the “Fundamentals of 3D Computer Animation” course which I had taken as an elective. Working with Maya, After Effects, and Audition I was able to understand the mechanics of putting a show of this type together. Combined with all of my lifetime experiences, I realized I wanted and could do this too.