

William Mills Virtual Portfolio

Digital Content Developer

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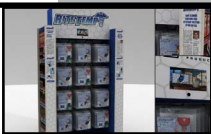
bill.mills@corin.com



RITETEMP ACTIVE KNEE INTRODUCTION – tinyurl.com/activeknee – Produced in its entirety, including writing, location shoot in rehabilitation center, shooting green screen studio footage and cutaways, serving as on-screen and voice-over talent, compositing virtual set, production of animation and overlay graphics in *Daz3D*, *Lightwave* and *Photoshop*, editing and encoding for clean web delivery. Used virtual sets to provide a high-end look on a shoestring budget in a short timeframe.



ELECTRIC MOTORCYCLE DESIGN – corin.com/sensei – CAD designed and built an electric commuter motorcycle. Designed and created all content for web site to document the project including html, css, SEO, copy, photography, 3D renderings and Java – including the VR presentation: corin.com/sensei/design3.shtml.



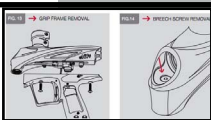
RITETEMP MEDICAL PACKAGING AND DISPLAY – tinyurl.com/rtm-endcap – Designed retail sales and instruction card compatible with off-the-shelf clamshell, as well as endcap display compatible with chain retailer's existing hardware to move product line from medical professional sales to mass merchant retail. Illustrated in *Lightwave 3D*. See also, trade show booth for RiteTemp Athletics product line – tinyurl.com/rta-booth.



RITETEMP ATHLETICS WEB SITE – ritetempathletics.com – Developed all content for web site, including copy, product photography and retouching, scripting, shooting and editing linked videos, CSS and HTML coding in *Wordpad* and *Dreamweaver*, creation of brand logos in *Illustrator*, 3D renderings in *Lightwave*, configuration and CPanel management of web server. Both video segments were created at the request of Major League Baseball for introducing the products to their own staff and were written, shot, edited and delivered in less than 2 days.



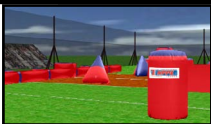
COMM-KOOL PRODUCT SHEET – tinyurl.com/commkool – Responsible for entire production, including writing, product photography, retouching in *Photoshop*, layout in *InDesign*, creation of brand identity and rendering of 3D logo in *Lightwave*, creation of graph from raw test data in *Excel* and *Illustrator*, as well as procurement and license documentation of background stock imagery.



ENVY MANUAL – tinyurl.com/envyman – Developed product maintenance and operation procedures from CAD drawings while product prototypes were still in development. Wrote manual, illustrated with *SolidWorks* and *Adobe Illustrator*, laid out manual in *Adobe InDesign*. Delivered final manual as PDF for distribution on CD with product.



VIRTUAL REALITY ALPHA BLACK – tinyurl.com/alphablackvr – Developed Java virtual reality presentation to teach about the internal workings of the US Army Alpha Black paintball marker as part of a product review for WARPIG.com. Clicking and dragging with the mouse rotates the real-time 3D image, and clicking on the trigger initiates the firing sequence. Also responsible for product testing, development and application of microprocessor based test equipment used in review, text of the review, directing product photography, writing and html layout.



VIRTUAL PAINTBALL FIELD – tinyurl.com/chicagovr – Real-time virtual reality simulation allowing professional and amateur level tournament paintball players to plan game strategies. Created 3D models in *LightWave* with surface textures created in *Photoshop* and authored Java presentation for real-time display. Also responsible for accompanying text, html, uploading and managing server.



FM-50 MANUAL - tinyurl.com/fm50man – Developed product maintenance and operation procedures from CAD drawings while product prototypes were still in development, wrote manual, illustrated with *Solid Works* and *Adobe Illustrator*. Laid out manual in *InDesign* with client's existing format. Final product delivered to client as PDF.



ARCHITECTURAL PREVISUALIZATION - tinyurl.com/htxfactory – As member of HTFx Facilities Team, created 3D renderings in *Lightwave 3D*, and virtual reality walk-through to help production managers evaluate production facility layout. Additionally, created intermediate floorplans used by architect to guide final blueprint construction.