

## **Mariah Miller • Digital Arts**

As a digital artist, there are many different areas to study. I really find that my strengths are mainly in animating and digital illustration. I really enjoy both of these areas and while I always thought I would 100% pursue in animation, digital illustration is something to consider as well.

Animation is what I am really passionate about and while I feel I do well in the actual animating, there are aspects that I find difficult and as weaknesses. Modeling and rigging are two areas that I find the most difficult. For modeling I think I just need more practice, whereas I think there needs to be more teaching for rigging specifically. Rigging has been taught for a class period or two in my experience and I don't think it was enough, as rigging is a difficult thing to grasp.

My senior project for this semester really tested my 2D skills. I worked on a rotoscope animation of a dancer. I really enjoy 2D and rotoscoping so I wanted to push this skill even further and expand my knowledge in that area.

After graduation, I am moving out to California in August to do a Disney College Program at the Disneyland Resort. After that, I want to pursue my career over there, but will honestly go anywhere if that does not pan out. As of now, I am still hoping to use my Digital Arts major in the animation field, as this is still what I enjoy the most and have always wanted to do. I am still not sure what exactly I want to pursue in that area.