

Seth Meshko

3-D Character Designer

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Biography

Seth J Meshko has been working in the medical animation field for the past 3.5 years. During this time he has gained a great deal of knowledge of the human body. He has also sharpened his skills in both organic and inorganic modeling, texturing and rigging. Seth has always had a passion for character design and is now earning a certificate in computer language so that he might pursue his dream of working in the entertainment business as a Character TD.

Mr. Meshko has earned a Bachelors of Fine Arts with an emphasis in Three Dimensional Animation at the University of Colorado, Denver (May 2006). In addition to study of fine arts Seth has an extensive knowledge of three dimensional and two dimensional graphics software packages.

Mr. Meshko made a particularly in-depth study of the figure in his collegiate years. During this time he developed an understanding of gesture, weight, mass and anatomy. He is an accomplished painter, draftsmen and sculptor as well.

Mr. Meshko has contributed to several film and theater productions. These productions include the Denver Museum of Natural History's Europa project. He has also worked for 42 Productions where he was the primary character developer in an animated short film; "Flight o' the Penguin".

Mr. Meshko practices an Afro-Brazilian martial art called Capoeira. Capoeira is a discipline that combines music dance and combat into a rhythmic game. This practice contributes to the understanding of physical movement, rhythm and timing in addition to the physical and mental benefits of a strenuous martial art. Seth also practices Yoga, swims and runs. Recently Seth opened his own studio. He teaches Yoga and Capoeira there as well as being the owner and operator of the studio itself.

Mr. Meshko represents the University of Colorado's achievement in three-dimensional design. His modeling, texturing and character design projects are showcased throughout the halls, website and recruitment videos for the 3D animation program there.