

# William Mills Virtual Portfolio

Digital Content Developer

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bill@MediaConspiracy.com



**RITETEMP ACTIVE KNEE INTRODUCTION** – [tinyurl.com/activeknee](http://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 *Lightwave* and *Photoshop*, editing and encoding for web delivery. Use of virtual sets provided a high-end look on a shoestring budget in a short timeframe.



**ELECTRIC MOTORCYCLE DESIGN** – [tinyurl.com/senseimoto](http://tinyurl.com/senseimoto) – CAD designed and built an electric commuter motorcycle. Designed and created all content for web site to document the project including html, ssi, css, SEO, copy, photography, 3D renderings and Java – including the VR presentation: [tinyurl.com/sensei-vr](http://tinyurl.com/sensei-vr) (Requires Java).



**APPTUTOR** – [tinyurl.com/apptutor](http://tinyurl.com/apptutor) – Collaborated on overall app design for a line of educational apps. Created graphics for app interface and developed VBA based content management software allowing non-tech-savvy content developers to enter data in easily managed spreadsheets which are automatically converted to xml for inclusion in app. Produced audio tracks and multi-media animation sequences for the lessons in each app. These apps are unique in that they teach CCSS common core math concepts, rather than merely quizzing math problems.



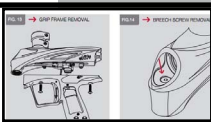
**RITETEMP MEDICAL PACKAGING AND DISPLAY** – [tinyurl.com/rtmed](http://tinyurl.com/rtmed) – Designed retail sales and instruction card compatible with off-the-shelf clamshell, as well as endcap display compatible with chain retailer's existing hardware to move product line from medical professional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



**HEAT STRESS RECOVERY KIT SALES SHEET** – [tinyurl.com/rtahsk](http://tinyurl.com/rtahsk) – Developed branding for RTA product line including web site (design, coding, writing, video production, photography, illustration, hosting and SEO), Instructional and promotional print materials, logo and product labeling (including sourcing materials compatible with product manufacturing process). Following meetings utilizing these marketing materials, Major League Baseball purchased and deployed RTA products in every MLB outdoor stadium - [tinyurl.com/rtaespn](http://tinyurl.com/rtaespn).



**TECHNICAL ANIMATIONS** – [tinyurl.com/pbmarkers](http://tinyurl.com/pbmarkers) – Animations created for clients DLX Paintball and GOG Paintball, highlighting product features for inclusion in product introduction and orientation videos. SolidWorks product assemblies provided by clients were converted through intermediate formats to LightWave 3D where they were rigged, surfaced and animated before compositing with backgrounds and overlays in SpeedEdit.



**ENVY MANUAL** – [tinyurl.com/envyman](http://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* to match client's existing manual style. Delivered in pdf format.



**VIRTUAL REALITY ALPHA BLACK** – [tinyurl.com/alphablackvr](http://tinyurl.com/alphablackvr) (Requires Java) – Developed Java virtual reality presentation to teach about the internal workings of a paintball marker as part of a product review. 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](http://tinyurl.com/chicagovr) (Requires Java) – 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.



**ARCHITECTURAL PREVISUALIZATION** - [tinyurl.com/htfxmfg](http://tinyurl.com/htfxmfg) – 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 creation.