



James Foreman

CGI Animation Lead

James_Foreman@outlook.com

540-440-1552

Virginia, USA

SUMMARY

Skilled CGI animator with 5+ years of experience creating technical training content in the renewable energy sector for commercial and residential applications. Proven ability to collaborate with colleagues at all levels of product development to reliably deliver accessible, high-quality instructional materials.

EXPERIENCE

Tesla, Inc.

(6 ½ years)

CGI Animation Lead

Feb 2021 – Jun 2022

In charge of all CGI content production for Energy Training – eLearning. Leads a small team to fulfill content requirements for all Tesla Energy product lines. Works with stakeholders and SME's to develop videos, graphics, and technical illustrations before product release. Pilots new learning delivery methods such as course-embedded 3D models, interactive animations, and augmented reality.

Senior Content Producer

Feb 2020 – Feb 2021

Developed approximately 30+ training videos spanning 6 product lines. Responsible for all CGI training content production and graphic illustrations. Graphic illustrations are used in publicly facing Installation Guides and Installation Manuals.

Multimedia Developer

Jul 2016 – Feb 2020

Developed approximately 90+ training videos, primarily for Commercial Energy Operations. Duties included film video production, photography, video editing, scripting, voice-over narration, graphic illustration, and on-screen talent.

Commercial Solar Installer

Oct 2015 – Jul 2016

Installed approximately 20MW of PV energy capacity across ground mount and rooftop systems. Lead teams of 2 to 4 installers on duties ranging from racking to wiring.

Phin Security

(4 months)

Instructional Designer

Mar 2022 – Present (~3hrs/week)

Creates custom SCORM courses for security awareness training library.

SOFTWARE

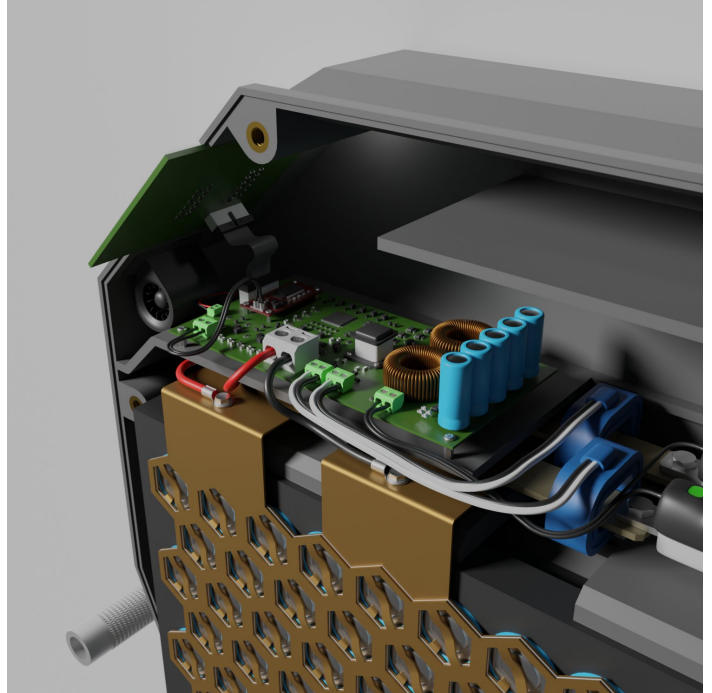
Blender
DaVinci Resolve
Photoshop
Audacity

Dassault 3DExperience (Enovia)
Adapt Course Authoring
Articulate Rise
Articulate Storyline

EXAMPLES OF WORK

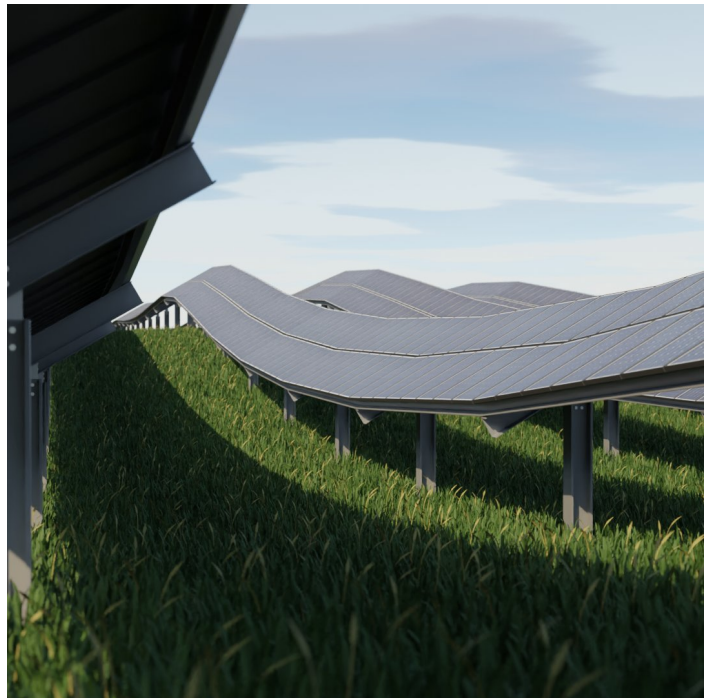
Modular Battery System

This project was meant to demonstrate a theoretical product of my own design and generate high quality imagery of it. All objects shown are completely original and modeled by myself. The starting point was the array of lithium ion cells and their electrical contacts which were generated from a Geometry Node tree. Materials were made for all objects and lighting was added to the scene. Finally, keyframes were made to create an animation of the product being assembled. The animation was rendered in Eevee while the still images (as shown here) were rendered in Cycles. Exposure was adjusted in Photoshop for the still images. Likewise, color balancing and timing was done on the animation in DaVinci Resolve.



Ground-Mount Solar Array

This project was meant to replicate the look of a typical utility-scale ground-mount solar array. The array was procedurally generated from a complex Geometry Node Tree. This Node Tree was made in such a way that the array is generated from the height of the terrain and will dynamically match the terrain contour. The grass was also generated from a simpler Geometry Node tree that randomly distributed three different clumps of grass across the terrain. The clumps are also randomly scaled and rotated within certain constraints so that no pattern is evident. Finally, lighting was provided by an atmospheric lighting add-on for Blender that allows for adjustment of sun position, atmospheric density, and clouds. Finally, the scene was rendered in Cycles.



EXAMPLES OF WORK

Powerwall with Backup Gateway 2 Quick Guide

A series of 38 renders used for a publicly facing guide in an “Ikea” style with heavy visual emphasis. CAD of the Gateway 2 and Powerwall 2 was pulled. Geometry was cleaned and materials added. For Gateway 2, several custom textures were made in Photoshop and applied to match the relevant stickers on the product. Wiring was also modeled to match different installation scenarios as specified by the SME’s. Further details like highlights and arrows were modeled. Camera angles, light positions, and object visibility were keyframed. Final images were rendered at high resolution and on a transparent background so Technical Writers and Publishers had as much flexibility as possible when adding them to the final document.

YES

GATEWAY IS INSTALLED AS SERVICE EQUIPMENT
INSTALL MAIN BREAKER



See **Wiring Reference** in the *Installation Reference Manual* for breaker types