

Seth Meshko

3D Character Designer & Rigger

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Biography

Seth J Meshko has earned a Bachelors of Fine Arts with an emphasis in Three Dimensional Animation at the University of Colorado, Denver (2005). 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 feature. On the merit of his work at 42 Productions he was offered a directorial role in an animated short starring his character due to be released in early March 2005.

Mr. Meshko actively practices a unique martial art called Capoeira. He is integral to the operation of the Colorado branch of Capoeira Brazil. Through his efforts this group has been maintained over three years and has grown over two hundred percent. 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.

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.