



Skywind Application

TESRenewal Username: Werebane

Country of Residence: United Kingdom

Timezone: UTC (00)

Interested in: 3D Modelling, Animation

Level of Commitment: Moderately active

Skills and Experience: Hello,

My name is Andrew Ellis and I am currently studying a City and Guilds level 7 in art and animation, part time with Train2Game. I have been studying for over a year, mainly using 3Ds Max in which I have covered countless techniques for modelling, modifiers, UV texture mappings and lighting and shadows. I am anticipating beginning my animation modules of the course- hopefully by November- and look forward to furthering my talents. As I am consistently learning about 3DS Max, I would love to participate in this project.

Morrowind was a game I experienced and loved when I was younger, and

was one of my first experiences of PC gaming. I remember the release of the game, and I am passionate to aid in this amazing effort to improve Morrowind for Skywind. The work you are attempting to achieve would bring Morrowind into a new era of gaming and would enable people to enjoy the game as much as I did back when it was first released.

Unfortunately, I do have any portfolio work available due to my practice with 3ds Max is within strict access and use of my course provider. However I have included below some quite tasteful Khajit memes.

Proof of Skill(s):

<http://i2.kym-cdn.com/photos/images/facebook/000/979/158/f73.jpg>

Proof of Skill(s):

<http://cdn.ebaumsworld.com/mediaFiles/picture/718392/85032509.jpg>

Proof of Skill(s):

<http://i0.kym-cdn.com/photos/images/facebook/001/062/257/3b6.png>