

ANDREW ASHER

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CONSTRUCTION & DEVELOPMENT VISUALIZATION | VFX | MOTION DESIGN

3D and VFX artist based in Savannah, GA. Creates phased construction animations, architectural environments, renderings, and marketing films from Revit models, CAD files, blueprints, and drone footage. Film and commercial work includes VFX compositing, CG, and motion design.

CLIENTS & CREDITS

Carroll Daniel Construction
Owens Corning
The Broe Group
City of Port Wentworth
Port Tampa Bay
Microsoft
HBO Max
Kevin Hart
Frito-Lay
Ford

TOOLS

Cinema 4D · Houdini · Maya
Unreal Engine 5 · Redshift
After Effects · Nuke
Resolve · Premiere Pro
Revit / CAD / BIM integration
Python pipeline automation

EDUCATION

MFA, Visual Effects

SCAD · 2023 - 2026

BFA, Motion Media Design

SCAD · 2016 - 2020

EXPERIENCE

Founder | Visualization & VFX Artist

2023 - Present

ANDYMOTION LLC · SAVANNAH, GA

- Construction and development visualization for builders, developers, ports, and economic development teams, working from Revit models, CAD files, blueprints, and drone footage.
- Selected work includes Port Wentworth Anchor Park, the Port Tampa Bay expansion, the Owens Corning shingle plant for Carroll Daniel Construction, and The Broe Group's Gateway Industrial Hub.
- Built a custom Python rig in Cinema 4D animating 32,000 components through a phased construction sequence.
- Run scoping, bidding, client communication, scheduling, and delivery.

Visual Effects Artist

Jun 2024 - Present

READYMADE VFX · SAVANNAH, GA

- VFX for HBO Max, Microsoft, Frito-Lay, Ford, and Kevin Hart: screen replacements, CG renders, logo animation, invisible cleanup, on-location supervision.
- Construction and development visualization, including 3D environments, vehicle animation, and motion-tracked drone composites.

Motion Graphic Designer

Feb 2021 - Oct 2022

MEALS ON WHEELS ATLANTA

- Produced 2D and 3D motion graphics, campaign videos, event visuals, and posters.
- Filmed, edited, and mixed donor and client stories for digital campaigns.

ORIGINAL PRODUCTIONS

Truth Sleuths: Fruit of the Loom

2025 - 2026

CREATOR & DIRECTOR · ANIMATED SHORT

- Directed and solo-produced a 6:42 animated short in Unreal Engine 5 with MetaHumans, Vicon motion capture, and iPhone facial tracking.
- Built the original IP from script and characters through animation, lighting, virtual cinematography, compositing, and final identity.