



Demo Reel Shot Breakdown



Physical Emotional
Exercise

3D Animator – Director

For this exercise, I concluded everything I learn from constraints and emotional expression and made a scene which I built and animated in 5 weeks.

Software used: Maya



Emotion Exercise

3D Animator

For this exercise I used inspiration from another animated movie to practice facial expressions and follow through with the body that was completed in 2 weeks.

Software used: Maya



Constraints Exercise

3D Animator

For this exercise, I practice constraint skills by animating my character picking up an object, shifting to a different hand and placing the object down that was completed in 3 days.

Software used: Maya



Expression Exercise

3D Animator – Director

Using what I learned from my physical emotion exercise I wanted to practice and test a more explosive emotion in scene you wouldn't typically see which I built and animated in 5 weeks

Software used: Maya



Pacing Exercise

3D Animator – Director

In this exercise I focused on pacing with physical and emotional expression, such as processing for the brain for emotional shifts. I was responsible for animating and developing the story which I completed in 5 weeks

Software used: Maya

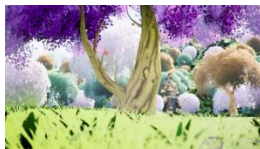


Quadruped Exercise

3D Animator

In this exercise I was practicing the basic walk cycle animation for a quadrupedal animal

Software used: Maya, Unreal Engine



Storytelling Exercise

Director – 3D Animator – FX Artist – 3D Artist

For this project, I developed an original short story that I was responsible for world building, animating, lighting, rendering and FX that was included in the short film which was completed in 10 weeks

Software used: Maya, Unreal Engine