SNAPSHOT

BREAKDOWN

Project: Flame (2019)
Type: Short Film - Excerpt from Group Project
Tasks/Role:
- Animation of main character in this shot
- Animation of puddles
- Environment Artist (concepted and modelled tree and mountain range background).
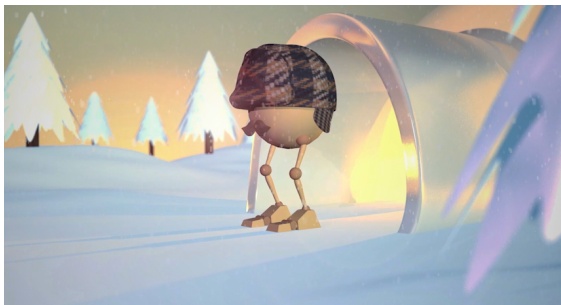- Short film Producer
Software: Maya

Project: Character Thinking
Type: Individual Project
Tasks/Role:
- Character Animation
- Lighting, modelling of environment and props, texturing, camera set up and rendering.
Software: Maya

Project: Squirrels
Type: Exercise - Animation Mentor - Anim Principles
Tasks/Role:
- Character Animation
- Lighting, modelling of environment and props, background painting, camera set up and rendering.
Software: Maya and Photoshop.

Project: Personality Walk
Type: Exercise - Animation Mentor - Anim Principles
Tasks/Role:
- Character Animation
- Lighting, modelling of environment and props, camera set up, rendering
- Rigged and modelled hat
Software: Maya

Project: Foamy Latte - Animation Clip
Type: Individual Project
Tasks/Role:
- Lighting, modelling of environment and props, background painting, texturing, camera set up and rendering.
- Both Character's Animation and lipsync.
Software: Maya and Photoshop.

Project: CocoLoco (2019-2020)
Type: Short Film, Individual.
Tasks/Role:
- Character Animation and lipsync.
- Rigging, Modelling, Texturing, Lightning, Background Painting, camera set up, rendering.
Software: Maya and Photoshop.