

Animation Demo Reel Breakdown

0:02 - Run Test (2016), responsible for animating the downloaded rig. Software used was: Autodesk Maya.

0:04 - Heroic Landing (2017), responsible for animating the downloaded rig. This is a side project where I explored more exaggerated actions. Softwares used was Autodesk Maya.

0:07 - According To Plan (2018), responsible for the whole pipeline from preproduction to post production. For this thesis, I designed, modeled and rendered in Autodesk Maya, I animated the characters with Adobe Photoshop and composited with After Effects. I chose the mix of 2D and 3D animation to give depth and the visual look I want. I also wanted to mix both techniques that I am passionate about. Softwares used: Adobe Photoshop, Adobe After Effects and Autodesk Maya with Arnold renderer.

0:12 - What Are You Looking At (2018), responsible for the lines and animating the downloaded character rig. This is a personal project where I tried to focus on the facial expressions and lip-sync.

0:16 - Hi (2018), responsible for animating and compositing the downloaded rig. This is my side project where I wanted to incorporate live action with CGI. Softwares used: Autodesk Maya with Renderman and Adobe After Effects.

0:22 - Space Fluff (2017), responsible for the whole pipeline from preproduction to post production. I designed and created this short because I was inspired by my dog who loves to eat. This project was made in a day. Softwares, used were Adobe Animate and Adobe After Effects.

0:27- Orange! (2018), responsible for the lines and animating the downloaded character rig. This is a personal project where I tried to create unexpected results through acting.

0:34 - Oh Eggs (2016), responsible for everything. Traditional hand-drawn animation. For this project I explored the various ways animation can defy physics.

0:38 - Healthy Decisions (2018), responsible for story, layout and animating the downloaded rig. This is a side project inspired by diet again. Using different downloadable rigs helps me learn which rigging system is the most productive for animators. Softwares used was: Autodesk Maya.

0:42 - Chomp the Cookie Monster (2018), responsible for the design, modeling, texturing, shading, lighting, simulating, rigging and animating. For this project, I was inspired by my struggles to be on a diet, because of my addiction to chocolate chip cookies. Softwares used: Adobe Photoshop, Autodesk Maya with Arnold Render and Adobe After Effects for compiling.

0:45 - Tiger Walk Cycle (2017), responsible for animating and compositing the downloaded quadruped rig. This is a side project that I did to explore the movement of quadrupeds. Softwares used were Autodesk Maya and Adobe After Effects.

0:48 - Dog Days (2016), responsible for the whole pipeline from preproduction to post production. This project was inspired by the death of my dog. Softwares, used were: Adobe Animate, Adobe Photoshop, Autodesk Maya, Adobe Audition and Adobe After Effects.