Technical Demo 2019 Breakdown

0:02 - Ramen Rig (2019), I designed, modeled, textured and rigged this ramen character as a fun one week personal project. I made it cartoony so it can defy the rules of life. The GUI was coded with MEL. From my personal animator perspective, it is important for each parts to be easily accessible with the GUI and have all the animated attributes in the attribute editor.
* The code for this is available upon request.

0:22 - Botanist (2019), This is a fun one week personal project. I used Python and MEL to make the script and the interface. This tool allows the user to select the type of petal, the type of bud/disc, the color, the petal density, the bloom level and variation in the bloom level of each petals. This tool outputs individual flowers as groups which makes it easy for the user to move and resize while having the flexibility to edit parts of it.
* The code for this is available upon request.

0:37 - Chomp (2018), I designed, modeled, textured, shaded, rigged and animated the character using Autodesk Maya, Mudbox and Photoshop. This character was inspired by the chocolate chip cookies that keep haunting my attempts to be healthy.

1:05 - Procedural Banana Shader (2018), I modeled and textured the bananas so that they can be adjusted in the attribute editor. I used the Hypershade nodes in Maya to generate and adjust the textures. I observed real bananas and tried to mimic their texture from raw to ripe. This tool allows the user to choose the ripe value and add bruises/spots onto the banana models.

1:11 - Providence (2018), I was responsible for lighting the scene using the Arnold Renderer. I then composited and enhanced it with Adobe After effects.