

DEMO REEL BREAK DOWN

1. VISUAL EFFECTS

- Created for the game Mechatars using Unity3D at Schell Games.
- Created the particle effects, textures, models and interactions with characters.

2. FACE RIG

- Created by myself in Maya 2009 to test the extent of deformations the Panda3D game engine can handle. The model was downloaded from the internet.
- The rig was created using Blend Shapes and scripts to integrate the deformations with the controls.

3. BIPED RIG

- A rig created by myself in Maya 2010 for an animation technology class called Art Animation and Technology to test stretchy IK and FK.
- The rig was created using stretchy IK and FK scripts. The model was made by myself.

4. QUADRAPED RIG

- A rig created by myself in Maya 2010 for a music video.
- The basic structure and controls were created via a script. The face and neck control were created in the UI. The model was made by myself.