

REEL BREAKDOWN



"Kazoops!" Episode 76 (2016)

Responsible for animation only.

Software used: Autodesk Maya.



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"Kazoops!" Episode 76 (2016)

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"Kazoops!" Episode 48 (2016)

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Software used: Autodesk Maya.



"Kazoops!" Episode 48 (2016)

Responsible for animation only.

Software used: Autodesk Maya.



"Kazoops!" Episode 48 (2016)

Responsible for animation only.

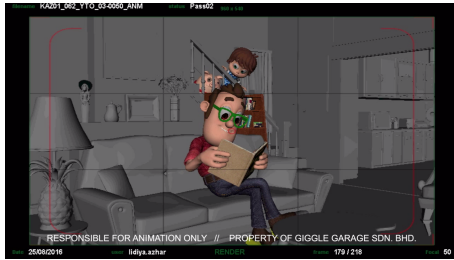
Software used: Autodesk Maya.



“Kazoops!” Episode 54 (2016)

Responsible for animation only.

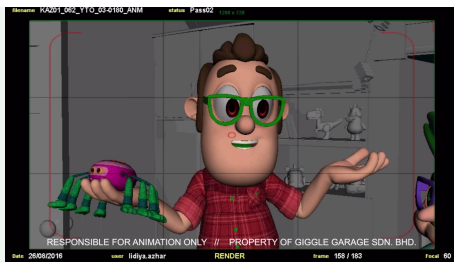
Software used: Autodesk Maya.



“Kazoops!” Episode 62 (2016)

Responsible for animation only.

Software used: Autodesk Maya.



“Kazoops!” Episode 62 (2016)

Responsible for animation only.

Software used: Autodesk Maya.



“Kazoops!” Episode 62 (2016)

Responsible for animation only.

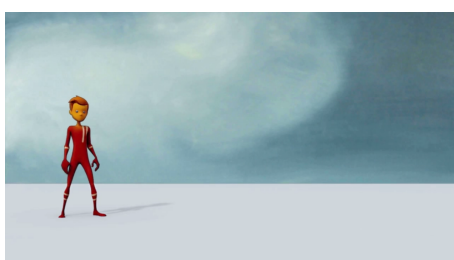
Software used: Autodesk Maya.



“Expression Change Exercise” February 2017

Responsible for animation only.
Jin rig from On One Animation School.

Software used: Autodesk Maya.



“360 Dive Roll” (March 2016)

Responsible for animation, lighting, and rendering.
Stewart rig from Animation Mentor.
(www.animationmentor.com)

Softwares used: Autodesk Maya & After Effects CC.