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Demo Reel**Breakdown Sheet*****Picnic Party Bonus Game***

Bonus game animation for "Picnic Party" game. Design, modeling, texture creation, texture mapping, rigging, blend shape creation, animation, lighting, rendering, compositing.

Box Demo

Demo animation for Cañada College class assignment. Animation.

Jackpot Manor Attract

Attract animation for "Jackpot Manor" game. Character and environment design, room modeling (light fixtures, frames, and chair are purchased models), texture creation, texture mapping, rigging, animation, lighting, rendering, compositing.

Easy Street Attract

Attract animation for "Easy Street" game. Rigging, blend shape creation, animation, cinematography.

Jessica Walk Cycle

Animation test for Walt Disney Feature animation. Breakdowns, inbetweens, cleanup.

Leap Animation

Animation test for LeapFrog Interactive. Animation.

Nest Egg Reel Game

Reel game animation for "Nest Egg" game. Design, modeling, texture creation, texture mapping, rigging, blend shape creation, animation, lighting, rendering, compositing.

Bingo Ballz Reel Game

Attract animation for "Bingo Ballz" game. Design, modeling, texture creation, texture mapping, rigging, blend shape creation, animation, lighting, rendering, compositing.

Bingo Ballz Bonus Game

Player prompt animation for "Bingo Ballz" game. Design, modeling, texture creation, texture mapping, rigging, blend shape creation, animation, lighting, rendering, compositing.

Lipsynch Demo

Demo animation for Cañada College class assignment. Animation.