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Animator

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Demo Reel Breakdown



Happy Valley (00:02, 00:12, 00:33, 00:50, 00:56)

Collection of animations made for the Happy Valley physical rehabilitation VR project. These pieces were implemented in a variety of ways including direct interaction with the player, cinematic moments, and spline implementation.



Alien Relaxation (00:24)

Alien served as the player's meditation guide within a VR activity. The animation was part of a lighthearted suite of randomized character introductions before the therapy began.



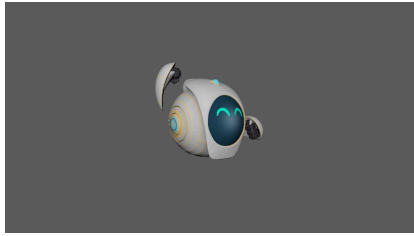
Happy Valley - Bird Forest (00:36)

Next piece is comprised of three separate animations to give the game designer more control over implementation. I used the animations to highlight their unique personalities.



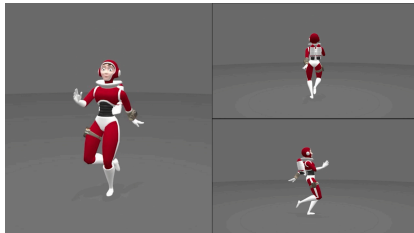
Under the Sea (00:30, 00:41, 00:45)

The animations I made for these sea creatures were seen both in the distance and up close in VR. A balance of realistic kinetics with a fun appeal helped enhance a sense of immersion for the player.



REAL Life (01:04)

This levitating robot was a motivational mascot and helper in a bathing therapy activity. I focused on its playful and whimsical nature to keep the mood upbeat.



Personal Work (00:08 & 00:20)