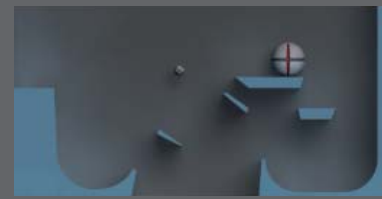


"bouncing ball"

animation exercise about bounce, weight and gravity
modeled and animated in Maya



"MOSKAU"

VFX for the student film "MOSKAU"
explosion built in Maya
composed in After Effects



"taylor"

animation exercise walkcycle
rigged and animated in Maya



"STOKED"

character animation for the X-Box game STOKED
animated in Motionbuilder



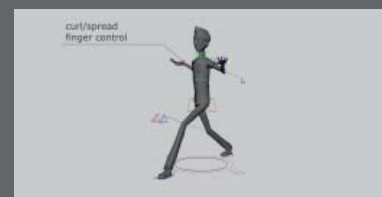
"the great escape"

rigging and animation for the shortfilm "the great escape"
rigged and animated in Maya



"skinnys rig"

rigging and animation test
rigged and animated in Maya



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