



“Snacktime”: (April 2015) Group project;
Animated Camera, Character, and props in Maya.
Modeled/Rigged Biped, Flag in Maya
(Flag cloth dynamics by Lawrence Susenburger)



“Snacktime”: (April 2015) Group project;
Animated Camera, all Characters and props.
Rigged Biped, Treasure Bag



“Snacktime”: (April 2015) Group project;
Animated Camera, Character



“Show Some Class”: (Fall 2013)
2D Pencil Test on paper
Shot in MonkeyJam



“Snacktime”: (April 2015) Group project;
Animated Camera, Character and props.



“Snacktime”: (April 2015) Group project;
Animated Camera, Character and props.
Rigged biped.



“Snacktime”: (April 2015) Group project;
Animated Camera, all Characters and props.

