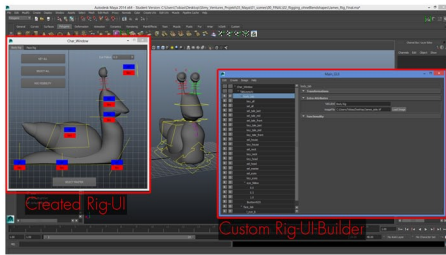




00:00 - 00:06:

Short ident animation I created during my exchange semester in the UK. The animation was done in After Effects.



00:07 - 00:41:

Python plugin for Maya that allows users to interactively create a user interface for rigs without coding. The UIs are based on XML. The user can export the UIs to XML-files, as well as load existing XML-files. The UI can also be exported to Python code, which can then be edited to add more complex functionality to the UIs.



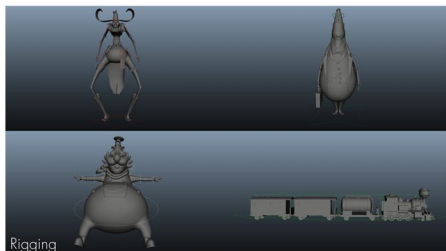
00:42 - 00:51:

A physically based hair BSDF I implemented for the open source renderer Mitsuba as part of my master's thesis. The basic model is by Marschner et al. "Light Scattering From Human Hair Fibers", with improvements from d'Eon et al. "An Energy-Conserving Hair Reflectance Model" and Zinke et al. "Light Scattering From Filaments".



00:52 - 01:04:

Animated title sequence I did during my exchange semester in the UK. I did the whole project on my own (except for the acting of course), including concept, post production and shooting the green screen footage. The footage was shot with a DSLR and post production was done in After Effects.



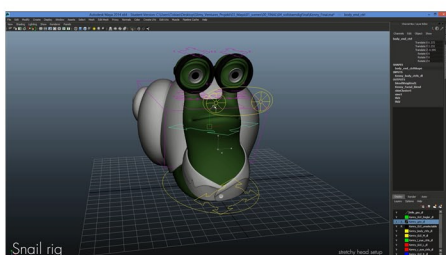
01:05 - 01:08:

Turntable of the four main character rigs I did for the animated short "Losing Track". I did everything concerning the rigs, except for blendshape modelling.



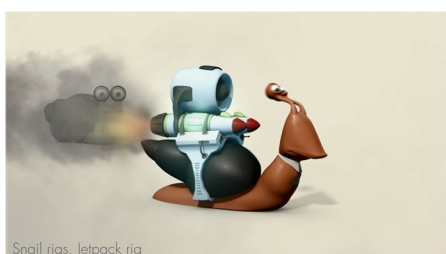
01:09 - 01:37:

Shots from the animated short "Losing Track". I was responsible for everything that has to do with rigging (except for blendshapes), pipeline, lighting, rendering and the cartoony smoke simulation. Most of the shots were lit by me, which is always indicated on the bottom left of the video.



01:38 - 02:03:

Demo of one of the two cartoony snail rigs I did for a series of animated shorts called "Slimy Ventures". They were rigged in Maya and I did everything concerning the rigs, except for blendshape modelling.



02:04 - 02:19:

Shot from the animated series "Slimy Ventures", showing the snail rigs in action. I did both of the snail rigs (except for blendshape modelling), as well as the jetpack rig in this shot.

My work on the animated series also included concept work, pipeline related scripting and some animation.