

Fernando Fontecha's

Demo reel breakdown

Doing push-ups (0:04- 0:07)

Description: Studying the range of motion of a fit body doing push ups at a random place.

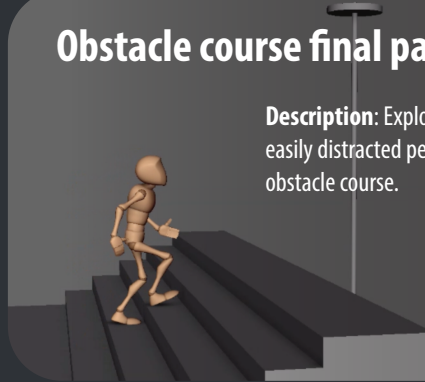


Roles: Animation

Tools: Autodesk Maya 2020

Obstacle course final part (0:07- 0:18)

Description: Exploring how would a thin and easily distracted person might do at the end of an obstacle course.



Roles: Animation

Tools: Autodesk Maya 2020

Wolf running animation (0:18- 0:21)

Description: Exploring the movement of a wolf running on the wild.

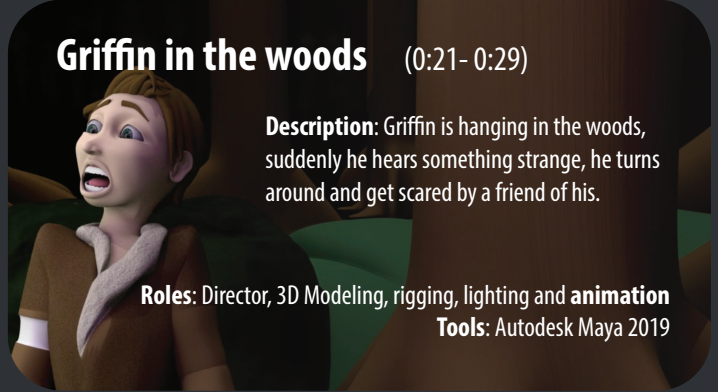


Roles: Animation

Tools: Autodesk Maya 2020

Griffin in the woods (0:21- 0:29)

Description: Griffin is hanging in the woods, suddenly he hears something strange, he turns around and get scared by a friend of his.



Roles: Director, 3D Modeling, rigging, lighting and animation

Tools: Autodesk Maya 2019

Griffin speaking (0:29 - 0:38)

Description: Griffin is confused, he doesn't know who he is anymore.

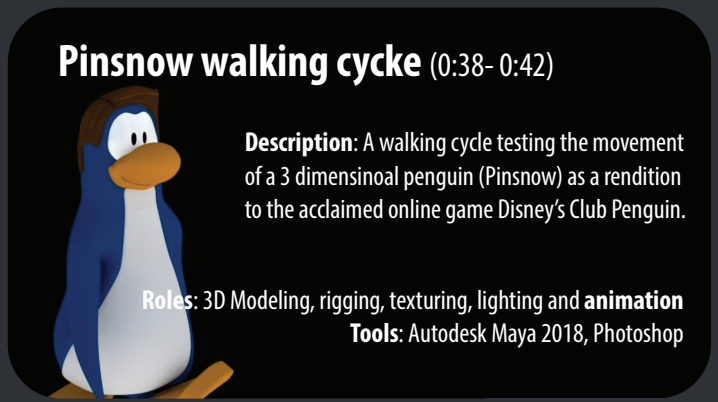


Roles: Director, voice, 3D Modeling, rigging, lighting and animation

Tools: Autodesk Maya 2019

Pinsnow walking cycle (0:38- 0:42)

Description: A walking cycle testing the movement of a 3 dimensional penguin (Pinsnow) as a rendition to the acclaimed online game Disney's Club Penguin.



Roles: 3D Modeling, rigging, texturing, lighting and animation

Tools: Autodesk Maya 2018, Photoshop

Pinsnow facial expressions (0:42 - 0:52)

Description: Series of facial expressions for Pinsnow. This clip was created as a learning exercise for facial rigging using *joints* and *blend shapes*.



Roles: 3D Modeling, rigging, texturing, lighting and animation

Tools: Autodesk Maya 2018, Photoshop