

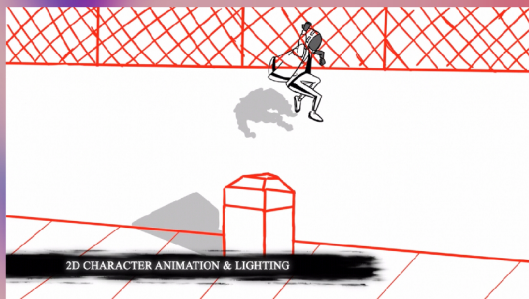
SOULTWELVE

2D ANIMATION / MOTION GFX / GRAPHIC DESIGN



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Character Animation & Anatomy Test - Traditional 2D

Description: This work is a traditional 2D Animation project to test a character design. I was responsible for the character design and the lighting of the space. Reference footage of wall running was used. The project ended up being a little over 100 frames re-drawn.

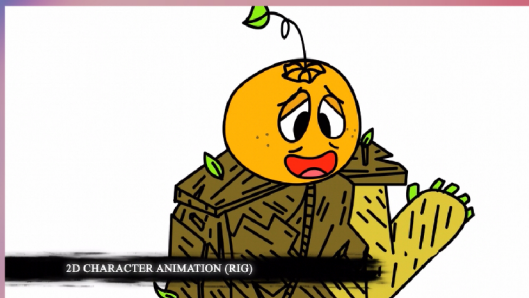
Program: Toon Boom Harmony



Koganemaru the Dog - 2D Rig

Description: This project was a 2D rig that is inspired from a page from the children's book titled "Koganemaru the Dog". All characters are separately rigged with multiple bones. I was responsible for all work on this project.

Program: Toon Boom Harmony



"Jojo-Mojo" Character Dialogue - 2D Rig

Description: This project was to test a character design with pantomime acting and dialogue. I was responsible for sound mixing, character animation, and lip sync animation. The audio is from Cartoon Network's "The Amazing World of Gumball".

Program: Toon Boom Harmony

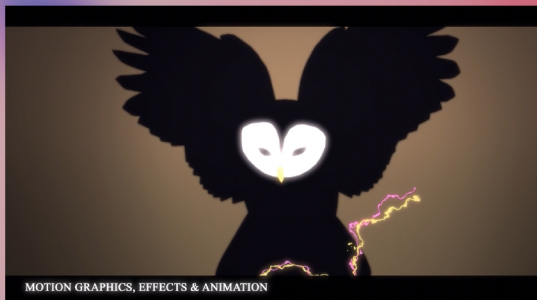


Graphic Design Motion Graphics

Description: The following logos were created in Adobe Photoshop and were animated in Adobe After Effects. The first logo (Top) was created for a client under the pseudonym "Luna". The second logo (Bottom) was created for "Odyssey Editing Group".



Program: Adobe Photoshop & After Effects



Owl Motion Graphic - 2D Rig

Description: This project was created using Adobe After Effects. The owl is a shape layer rig that I created and the logo was animated using a mask. The lightning effect was created with shape layers as well. The logo at the end was created via Adobe Photoshop and animated in After Effects. I was responsible for the entirety of this project.

Program: Adobe Photoshop & After Effects

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