



Warrior

Medium: Blender

Date: Jan 2 – Jan 15, 2023

Timecode: N/A

Dimensions: X=9, Y=2, Z=10

Role: My role in the creation of this character was everything from the sketching and design of the body, the clothing, and the overall style. All the way to the creation of the 3D model, and the animation; running, walking, and jumping.



Asteroid

Medium: Blender, Unity 3D

Date: Jan 13 – Jan 15, 2023

Dimensions: N/A

Role: On this model I was responsible for creating the whole object. From the asteroid, and the VFX that creates the 2D smoke style.



Woman Closed Eyes

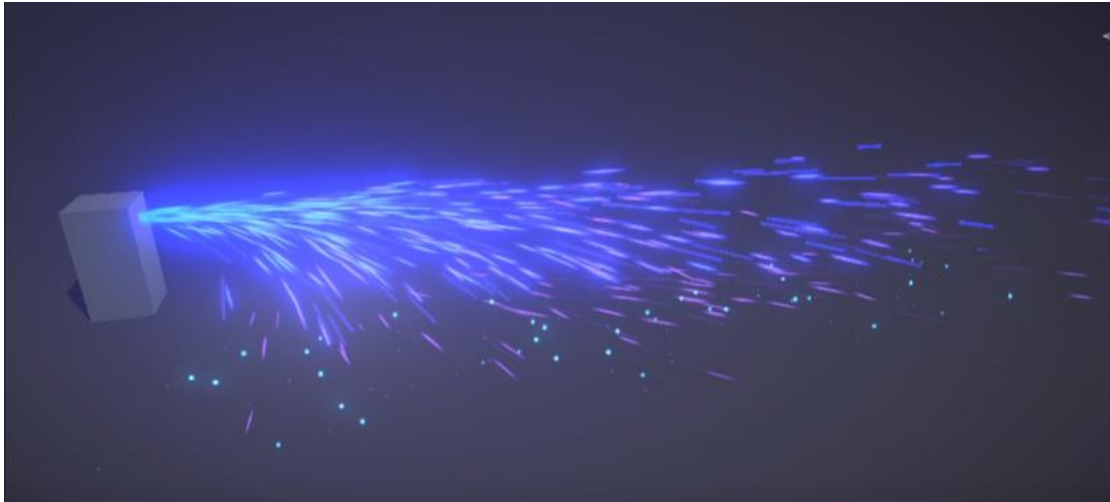
Medium: Photoshop

Date: Feb 4 – Feb 5, 2023

Time Code: N/A

Dimensions: 1080 x 1920

Role: For this design I was responsible to come up with the style of painting and the pose of the woman.



Flow of sparks

Medium: Blender, Unity 3D

Date: Feb 18 – Feb 20

Timecode: 00:00:00:21

Dimensions: X=9, Y=2, Z=10

Role: For this project I was responsible for creating the sparkles and giving it the required direction, speed, and applying forces such as friction, gravity as well as the ground-impact-explosion.



Meteorite Rain

Medium: Blender, Unity

Date: Mar 21 – Apr 8

Time Code: 00:00:00:10

Dimensions: N/A

Role: For this project I used my previous assets and created an animation of meteorites impacting the ground while a dinosaur tries to avoid them. I created the background and integrated all the previous assets created to form this animation.



Warrior Running

Medium: Blender

Date: Jan 2 – Jan 15, 2023

Timecode: 00:00:00:12

Dimensions: X=9, Y=2, Z=10

Role: For this project I used my previous assets and created an animation of my warrior. I created the background and integrated all the previous assets created to form this running animation.



Colorful Ninja

Medium: Photoshop

Date: Nov 20 – Nov 21

Time Code: N/A

Dimensions: 1080 x 1920

Role: I was responsible for designing the drawing and painting it with the given style.



Purple hair princess

Medium: Photoshop

Date: Nov 13

Time Code: N/A

Dimensions: 1080 x 1920

Role: For this design I was responsible to come up with the style of painting and the pose of the woman.



Warrior with Red Clothes

Medium Photoshop

Date: Dec 12 – Jan 28

Time Code: 00:00:00:19

Dimensions: X=9, Y=2, Z=10

Role: My role in the creation of this character was everything from the sketching and design of the body, the clothing, the 2D style, and the reflective materials to make it look like a 2D character. I was also responsible of the creation of the 3D model, and the animation (running, walking, and jumping) for this character.



Dinosaur Characters

Medium: Blender

Date: Mar 12 – Mar 18

Time Code: N/A

Dimensions: X=9, Y=2, Z=10

Role: I was responsible for everything, from sketching and designing the body, and style all the way up to creating the 3D model and animation (running, walking, and jumping) for this character.