

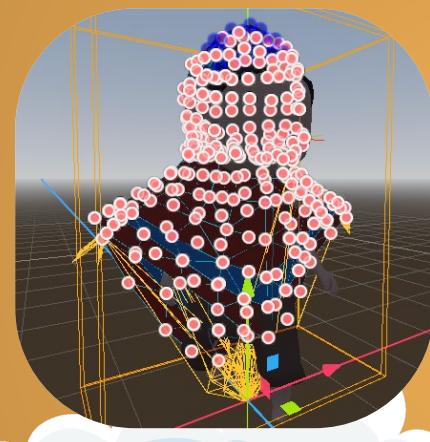
Coming Soon



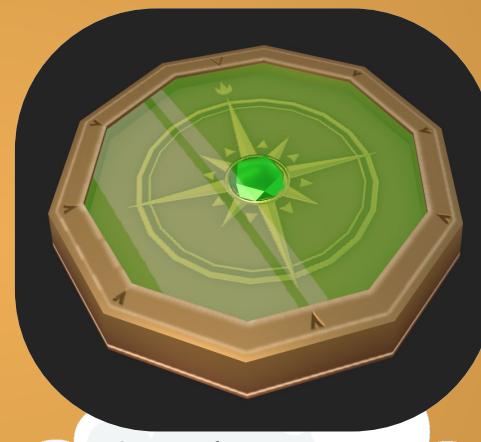
My job



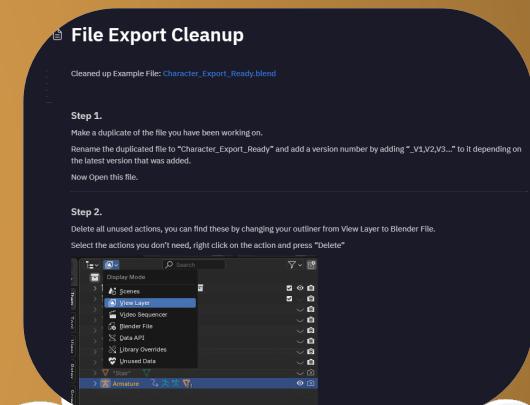
3D ANIMATION



TECH ART



3D MODELING



FILE CREATION

SkyHaven studios





Colleagues



MIKEL MONLEON



JADE FOX





Assignments



DISCORD



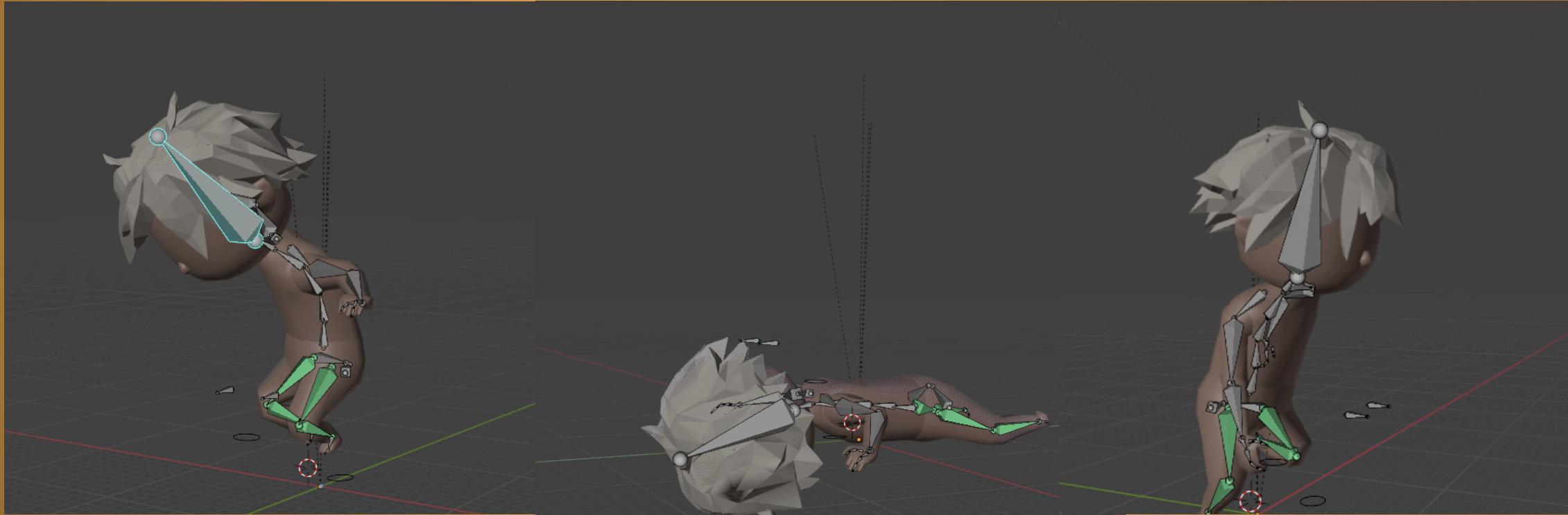
HULY





My work

~ 3D Animation





My work

~ 3D Animation



REWORKED THE RIG

IK ON THE ARMS AND HEAD

EASY IK/FK SWITCH



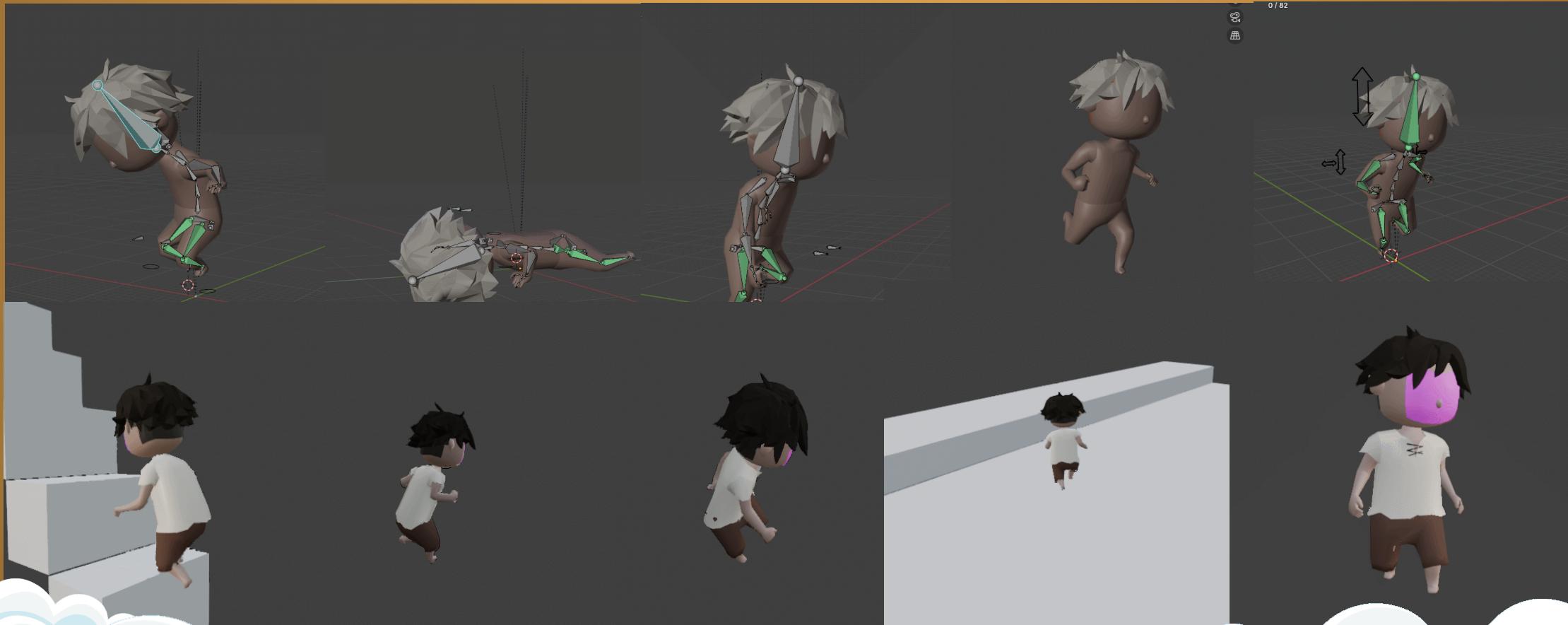


My work

~ 3D Animation



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My work

~ 3D Animation



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My work

~ 3D Animation



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My work

~ Godot

LEARN GODOT INTERFACE

IMPLEMENT ANIMATIONS

CONSTANT CRASHES





My work

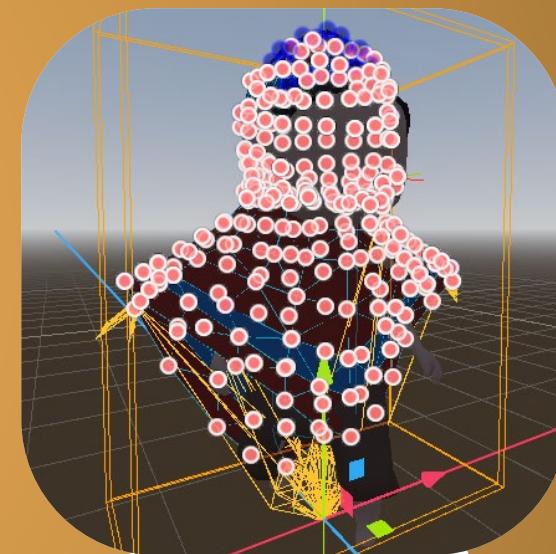
~ Godot



RIGGED



SOFTBODY PHYSICS



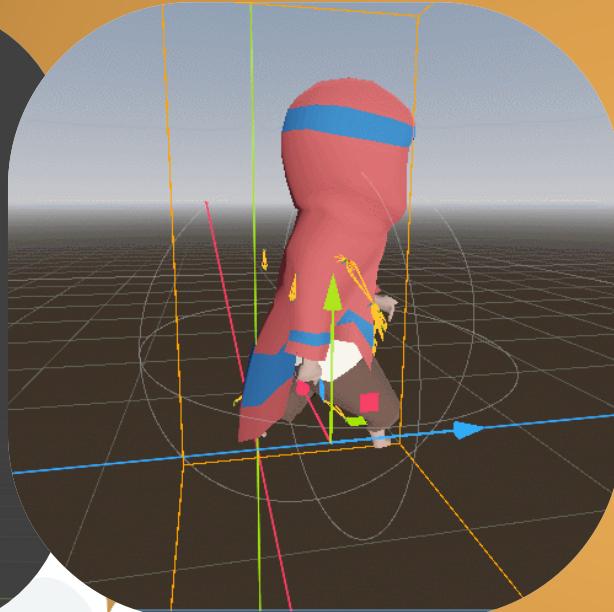
TWEAKING

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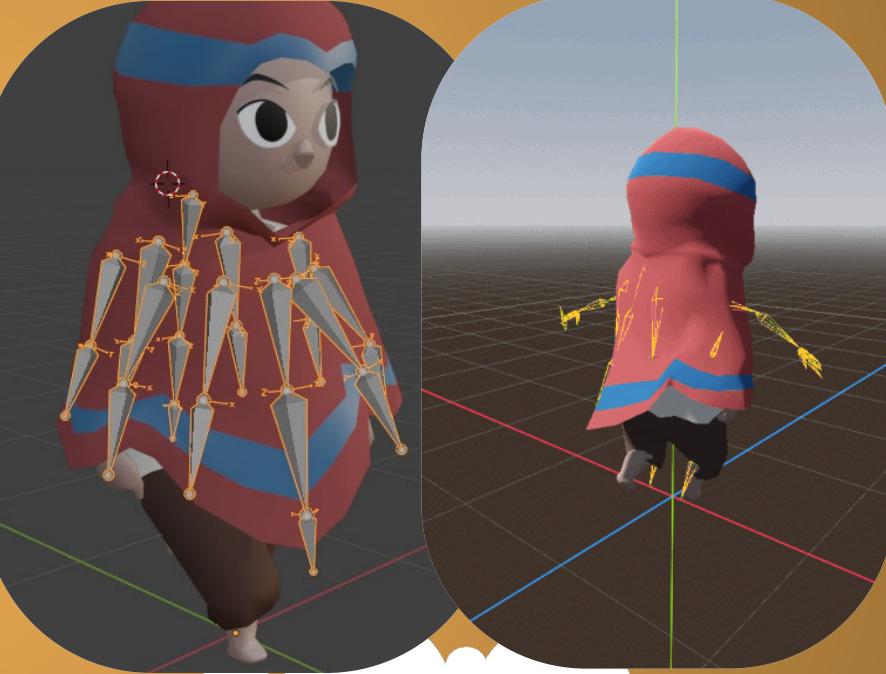


My work

~ Godot



FIRST ATTEMPT



FINAL VERSION

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My work

~ 3D Modeling

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My work

~ 3D Modeling



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My work

~ 3D Modeling



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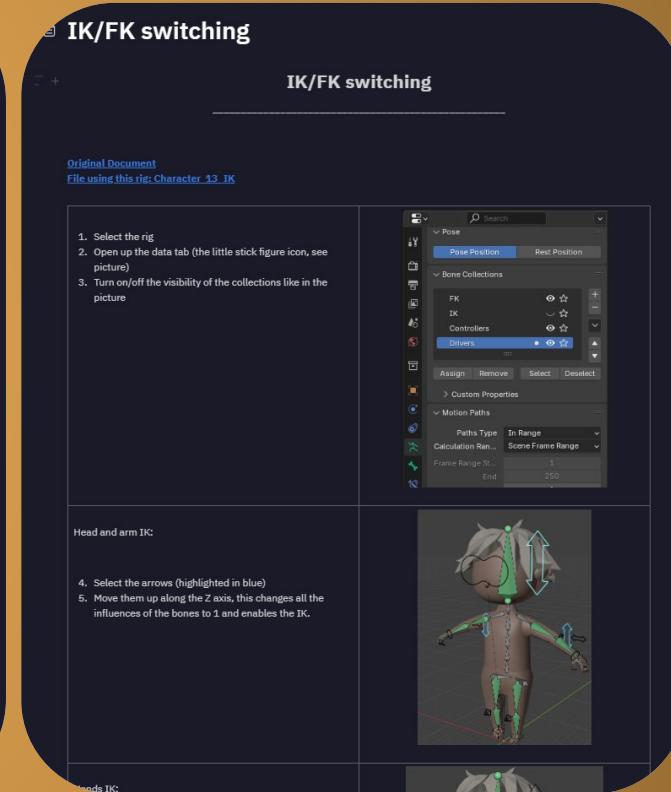
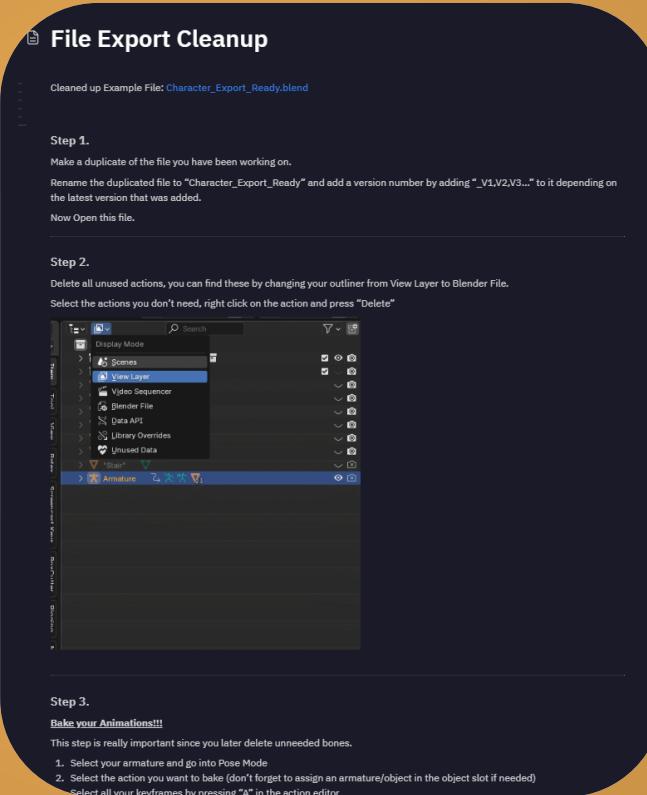
My work

~ File Creation

IK SWITCHING FILE

ANIMATION CLEANUP FILE

FOR FUTURE EMPLOYEES



Conclusion

~ Communication

- HOW TO BE SELF-RESPONSIBLE
- ASK FOR FEEDBACK WHEN NEEDED
- HOW TO BE SELF LEARNING AND SEARCH FOR SOLUTIONS
- INSIGHT ON HOW TO WORK WITHIN A STUDIO
- EXPERIENCE WITH WORKING REMOTE



Conclusion

~ Technical

- IMPROVE MY ANIMATION SKILLS
- 3D ART IS MY PASSION
- LEARN GODOT EVEN MORE
- IMPROVED MY SUBSTANCE PAINTER SKILLS
- IMPROVE MY TEXTURING SKILLS WITHIN A STYLE



Future

- 3D ARTIST
- GET MORE EXPERIENCE WITH AND LEARN 3D ANIMATION EVEN MORE
- IMPROVE MY PORTFOLIO
- GET MORE EXPERIENCE WITH STYLIZED TEXTURES
- SEARCH WORK

