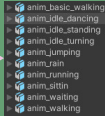
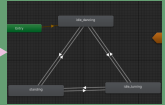


Summary of the whole project

18 ANIMATIONS IN TOTAL
(NOT ALL OF THEM ARE
USED IN THE FINAL
VERSION)



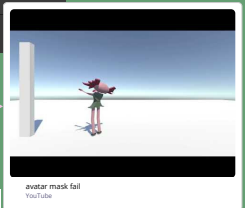
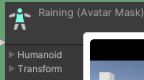
RANDOM IDLE
ANIMATION



5 LAYERS IN
ANIMATOR



MADE AVATARMASK FOR
RAINING ANIM, BUT IT
LOOKED LIKE MY
CHARACTER WAS ON
DRUGS. SO I DON'T USE THE
AVATARMASK IN THE END



IDLE ANIMATION WITH
AN ADDITIONAL OBJECT
(HEADPHONES). THEY
ARE FIRSTLY ATTACHED
TO THE ARMS AND
THEN TO THE EARS



BLENDTREE
FOR WALKING
AND
RUNNING

2 FX
ANIMATIONS
(PARTICLE
SYSTEMS)