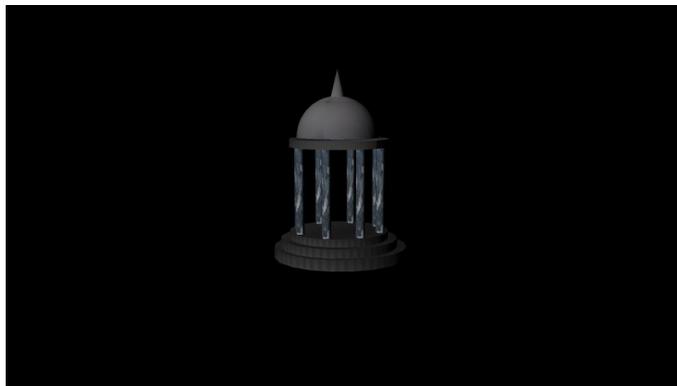


Matthew Aguilera

## Portfolio

I'm Matthew Aguilera and I want to be a video game designer. I've wanted to be this since middle school and took classes which helped me learn how to animate objects and make animations. I'm currently in high school taking classes involving advanced animation and video game design. I want to be a video game designer because I've always been interested in how companies make video games and how much time it took to make that game and how awesome they look. I hope that after high school, I get to go to a college that specializes in video game design.

### 1. Maya Modeling



I used Maya to make this figure. I used textures from the internet to give it more character. We had to select each object and give it the texture.

## 2. Maya Environment



I had to use the vertex mode to edit the textures on the island in this background I created for my first animation.

## 3. Maya Composition



I composed my image by locating all the objects in an appealing way for my first animation background.

#### 4. Maya Character



I created this character and rigged it with IK handles and joints to make it easier to animate.

#### 5. Maya Animated Character



<https://youtu.be/v42KlowbHLE>

I used Maya's animation menu to add movement on the timeline and rendered the video with Premiere. I used the S key to add key frames after I setup the character using the Maya code box to create a button. This helped me select all the moving parts each time I added a key frame. I had to setup the export settings so the video would be the correct size and quality. And I used lights to make the video more professional.

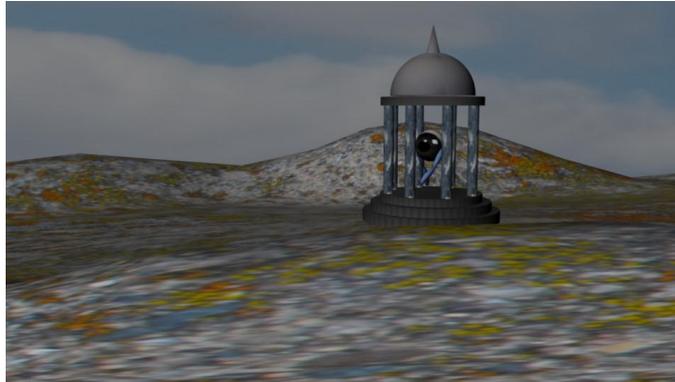
## 6. Magix Music Studio



<https://youtu.be/YIBRFIMvws>

I used Magix to start making music for my animation and other projects. I learned how to use the OGG loop and the editable TAK files.

## 7. Animation in Environment One



<https://youtu.be/SZvJ85hnaN8>

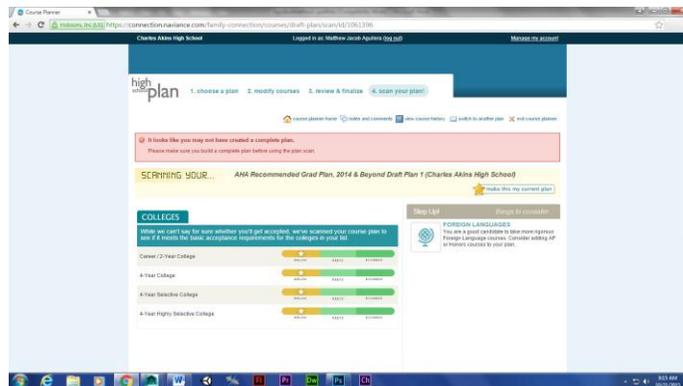
I used Maya, Premiere and sound clips to create this short animation. I created the environment, the temple and the rigged character. The character had to have rig controls which were constrained so they wouldn't move around when I moved other parts of the character. I added humor to my short animation by having him break out of the temple.

## 8. MudBox Human



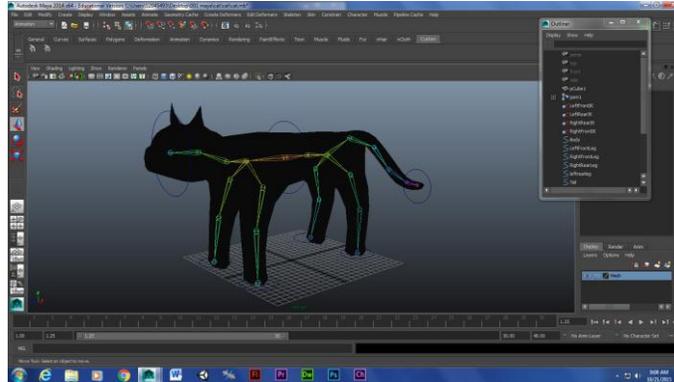
I used MudBox to edit a human figure.

## 9. Naviance



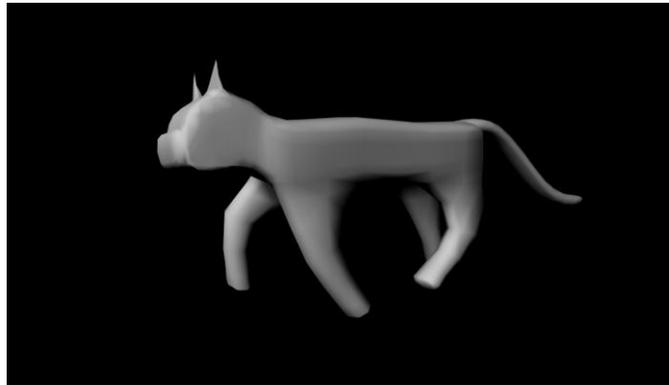
I chose my classes and made a record of classes I'm taking now on Naviance.

## 10. Cat Modeling and Rigging in Maya



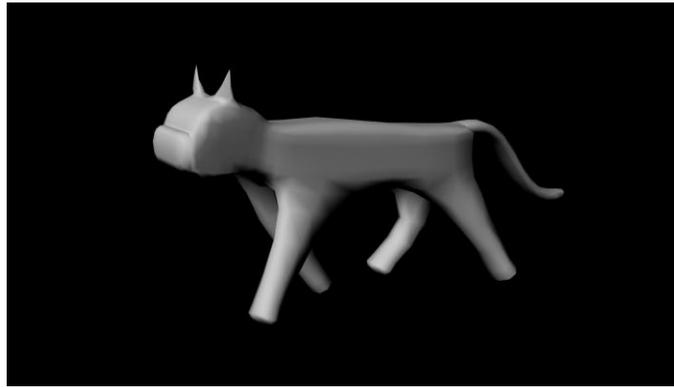
I used Maya to model this cat shape from a polygon primitive.

## 11. Cat Still Walking



I created this short gif with 30 frames in Maya to practice a four legged walk.

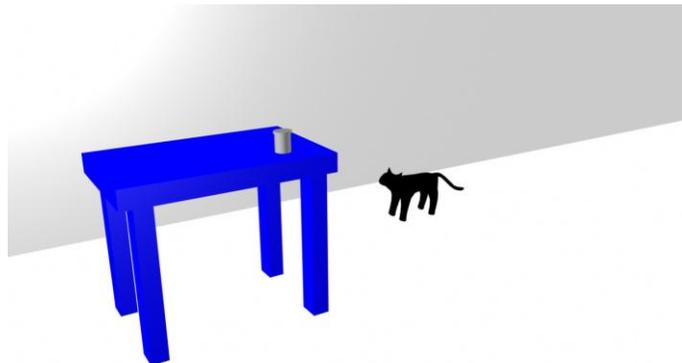
## 12. Cat Walk Video



<https://youtu.be/k0IYUR-AB7M>

I exported this short video with audio and posted it on Youtube.

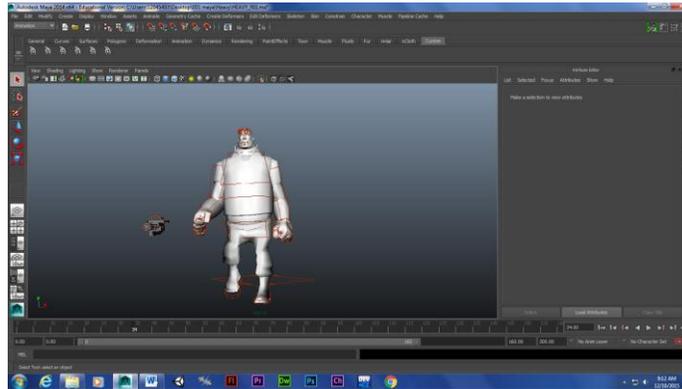
## 13. Cat Story



<https://youtu.be/vbflPuultiE>

I used the rigging and controls after I smooth bound the modeled cat mesh to control this character in an environment I created. I had to create an all button to select everything that moved every time I moved an object for 2000 frames

## 14. Heavy Walk Animaton



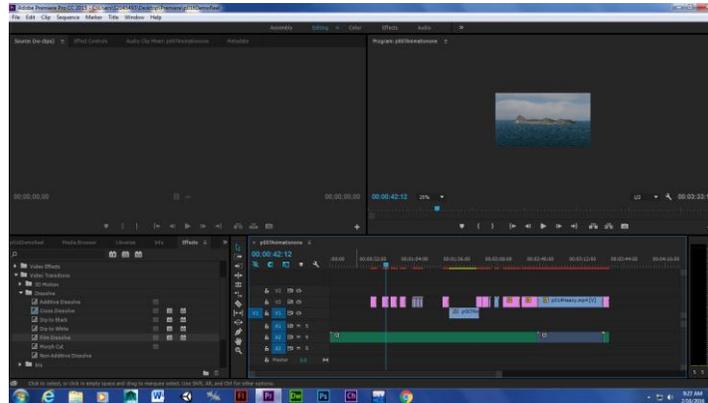
<https://www.youtube.com/watch?v=tyE1dQGBsts> This is the dance I copied.

<https://youtu.be/kRSKBMBNrAo> This is my animation of the dance.

I used a popular video game character I got off the internet which was already rigged and I followed video instructions on how to make him walk naturally. I also learned to use the animation graph editor to smoothen the action.



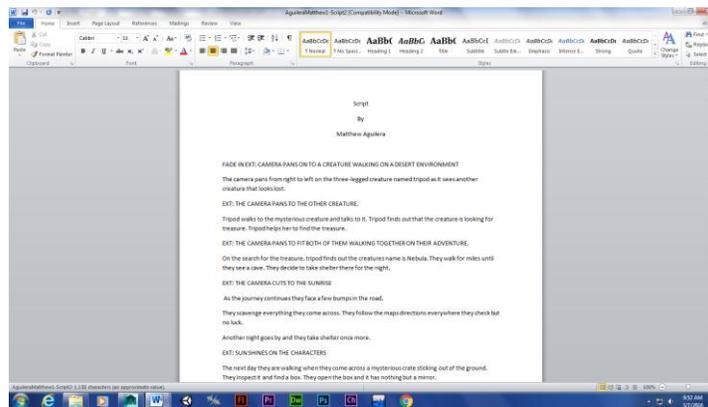
## 17. Demo Reel



We made a video of everything we did in Advanced Animation.

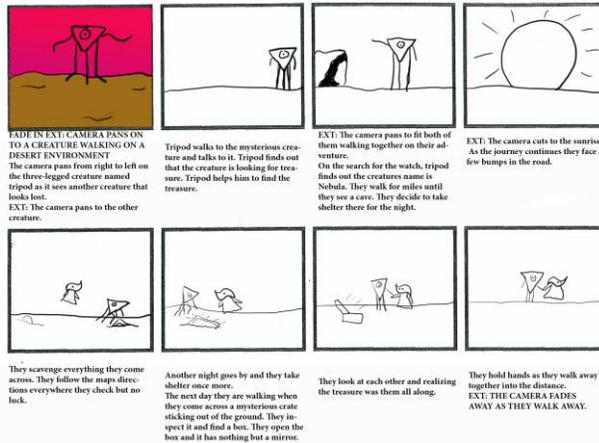
<https://youtu.be/tZQmAET3Joo>

## 18. Independent Animation Script



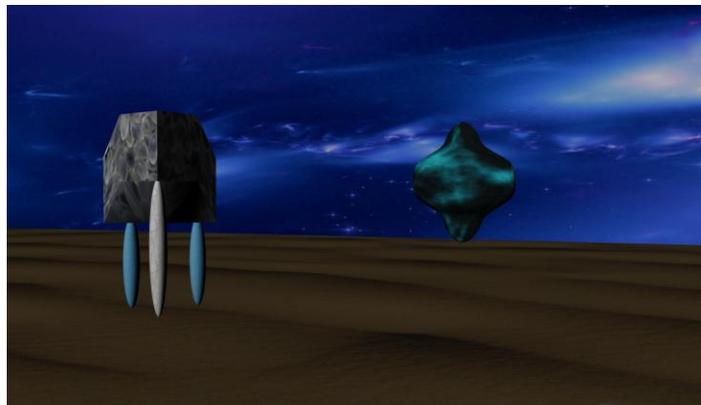
I made this script in Word for my independent project.

## 19. Independent Animation Storyboard



I made the draft for how my animation will go using Photoshop for the independent project.

## 20. Indie Character



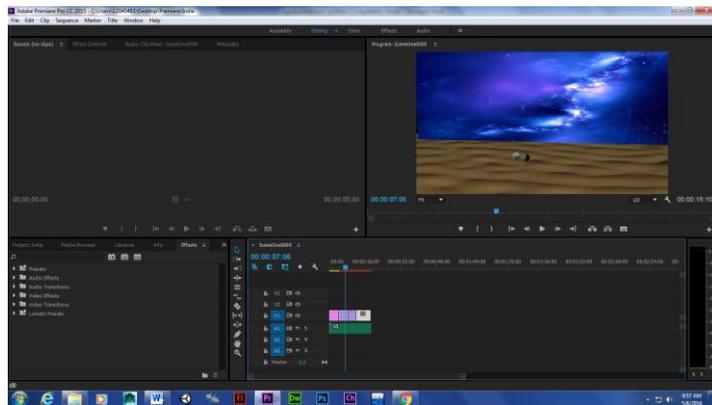
I created these characters and rigged them for animation in my Indie animation project.

## 21. Indie Background



My location is in outer space in a place undiscovered.

## 22. Independent Project



This is my independent animation I made using Maya and Premiere.

<https://youtu.be/2yMM-xSITRA>

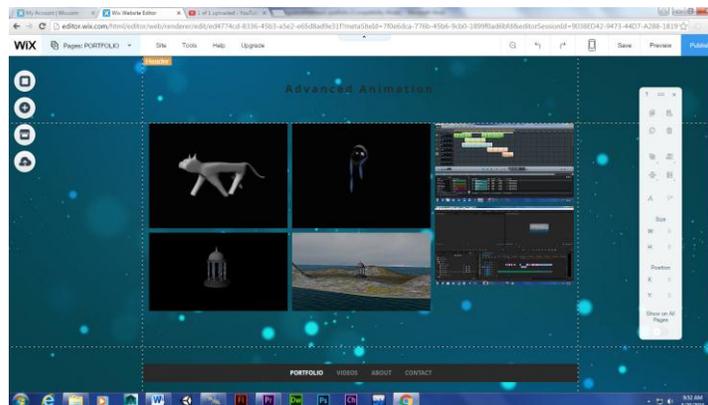
## 23. Green Screen



I filmed myself in front of a green screen.

[https://youtu.be/gtC9JCEG\\_tA](https://youtu.be/gtC9JCEG_tA)

## 24. Web Portfolio



I made this online portfolio using Wix.com

<http://mattaguilera13.wix.com/advancedanimation>