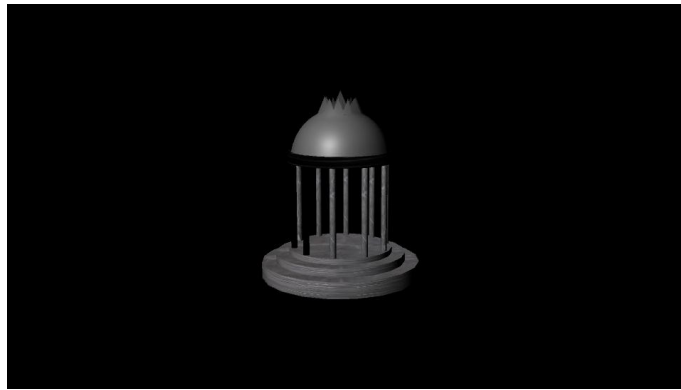


Marcos Flores

Portfolio

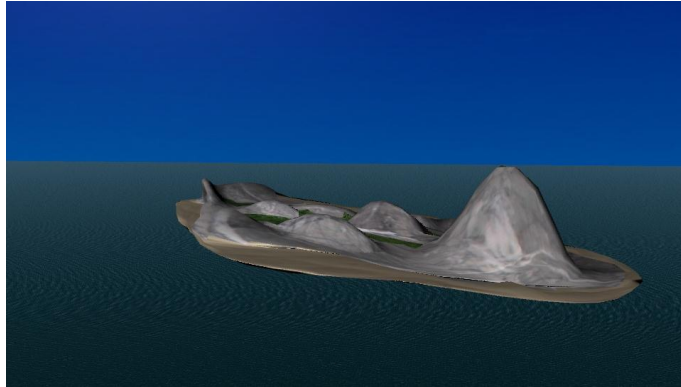
I wasn't so enlightened by math or reading but that not saying I didn't like it. Even though I'm not good at something doesn't mean I don't like it, take history for instance I never fully appreciated it but as time went by I started to love it. Same with English and art, they both never peaked my interest but I started to love them.

1. Maya Modeling



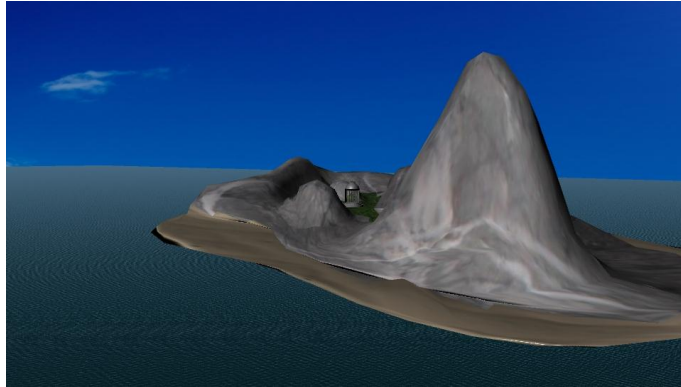
I used Maya and my own skills to make this masterpiece, along with a polygon shape and texture, and images form the internet.

2. Maya Environment



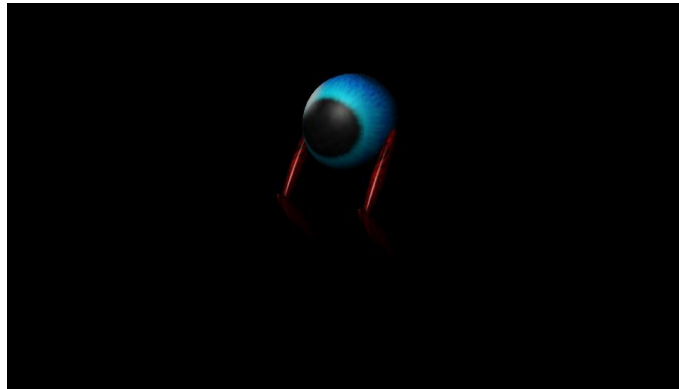
I used a 3D modeling for the island, while using a sky image for the background.
The ocean however was in imitation of 3D water

3. Maya Composition



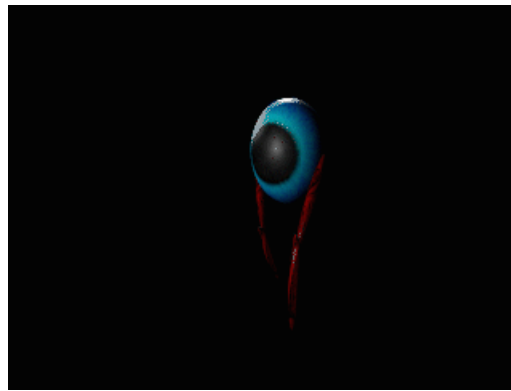
While using the 3D perspective of my island I put my temple on the bottom to show a lively imitation of a realistic landscape.

4. Maya character



My 3D imitation of an eye was use by using Maya.

5. Maya Animated Character



<https://youtu.be/TcYxAupShtU>

This image was created by Maya and myself, it took me four to five days to make and polish It up, the hardest part in my opinion were the legs.

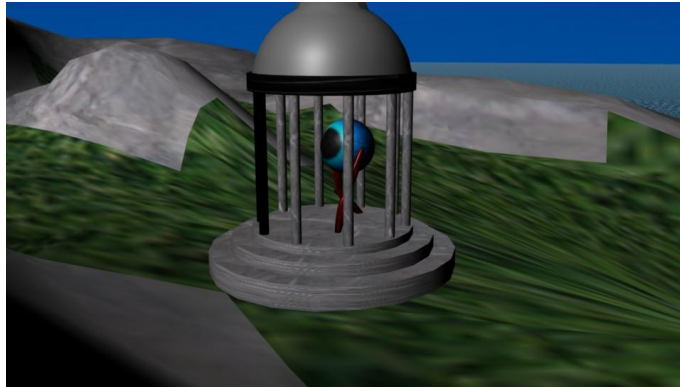
6. Magic Music Maker



<https://youtu.be/-eMerU8Pm7A>

This was my first time putting a song for a 3D animation, being honest I was surprised with the results.

7. Maya



<https://youtu.be/T1kGEWsEjrM>

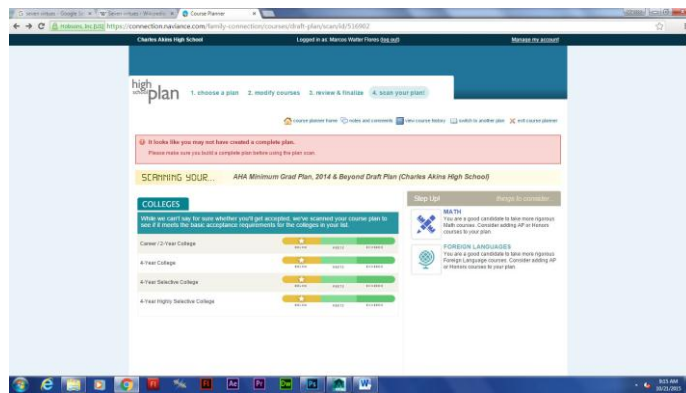
I used Maya, premier, and magic music to crate this Short animation. When I created the environment I used a basic shape to create the island.

8. Mud box human



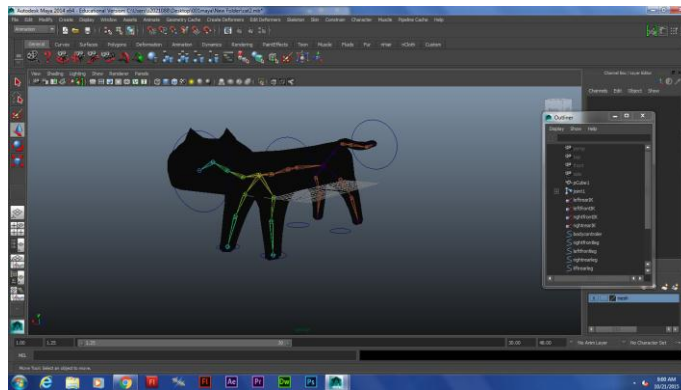
I used mudbox to create a perfect human. Due to the amount of detail I'm able to put into this.

9. Naviance



I made a record of all the classes I took. Over I myself and pleased with the results. I'm even more pleased with the track record I'm on.

10. Cat Modeling and Rigging in Maya



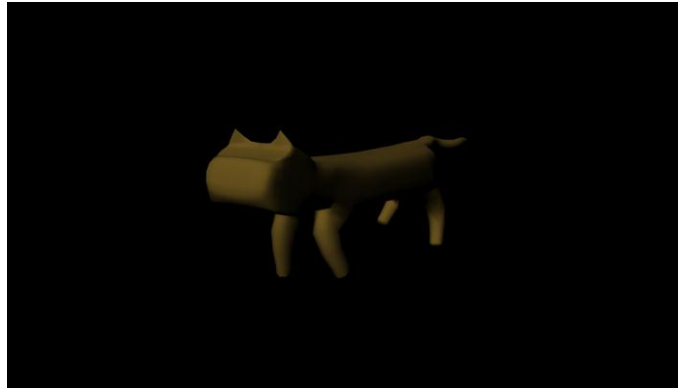
I used Maya and my own skills to make the masterpiece. True the small part I've show might not seem like much. But in the end it's going to look intense.

11. Cat still walk



I created this short gif with 30 frames in Maya to practice a four legged walk. The tail was the hard part, due to it being unpredictable.

12. Cat walk video



<https://youtu.be/z7BmLcL0VqA>

I exported this short video with audio. The animation wasn't that hard to engineer, but overall the audio was on the line of good, in my own personal opinion.

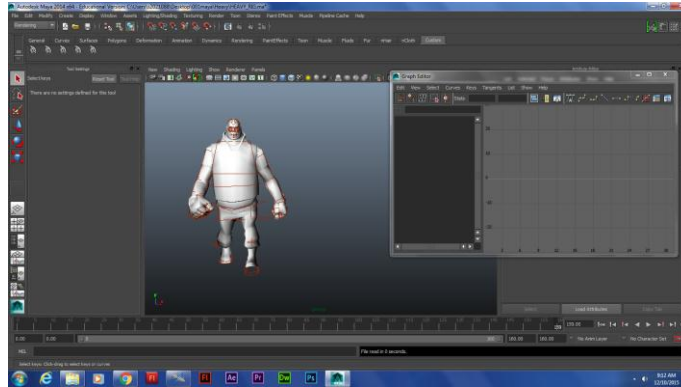
13. Cat Story



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 the 200 frames.

<https://youtu.be/stUNuLJtljk>

14. Heavy



This is the animation/dance I copied

<https://youtu.be/LUID0jSh2lc>

<https://youtu.be/U881DhU48xw>

This is the 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.

15. Steampunk



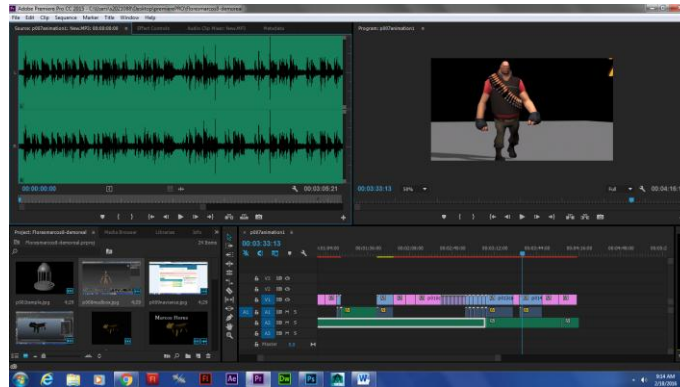
This was a type of art piece that I made to assist a gamers design. I took the idea from a tank and old grandfather clock, and a steam train.

16. Heavy song



The heavy I made inspired me to create this short song, it wasn't at the same paste as the animation but it did follow the theme of the animation.

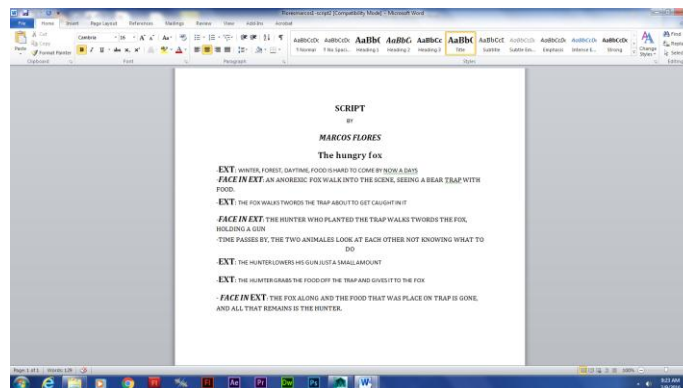
17. Demo real



<https://youtu.be/-VTCLXatAY>

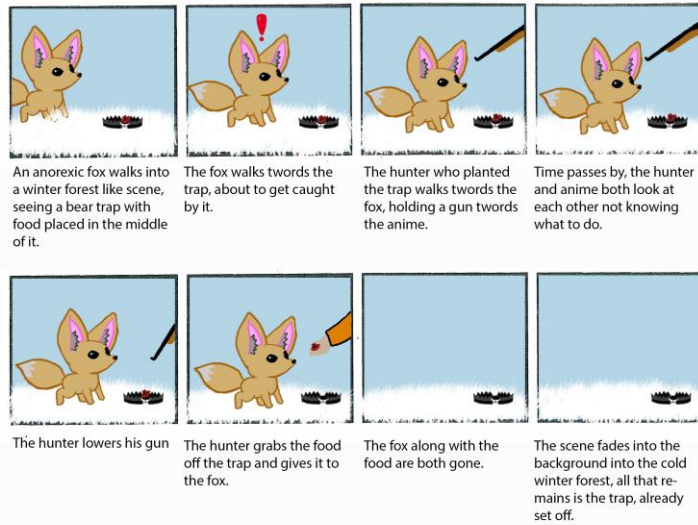
The animation in this was easy, but the audio in it was hard. It might have been getting the audio to merge with the animation, but either way it wasn't a mess in my own opinion.

18. Script



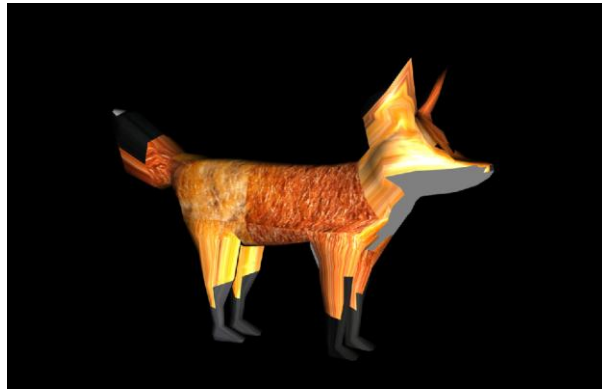
I got my inspiration from the fox and the hound. Sure it doesn't have the hound, but it was just inspiration, not the actual thing.

19. Storyboard



Again fox and hound was what I took for my theme, along with fox character. But the art style for the background was all my own.

20. Indie Character



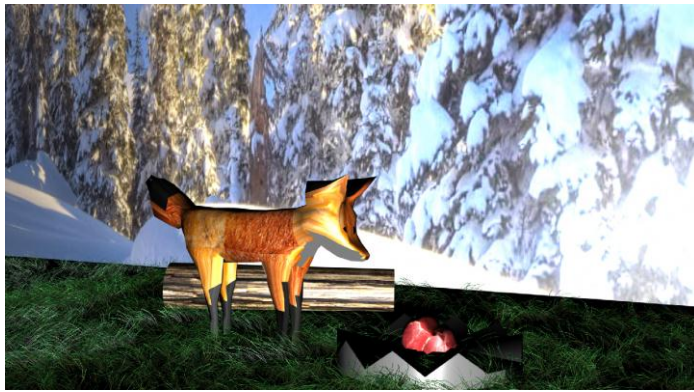
I wanted to get a playful overall tone of the animal not a realistic view or a gritty vibe but something that was heartwarming.

21. Indie background



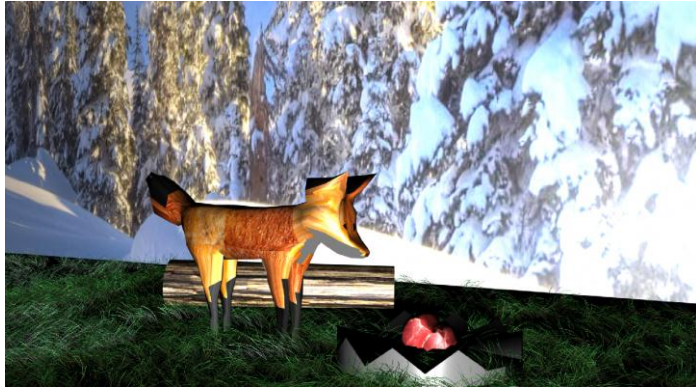
The background from the fox and the hound inspired me to create this background. Overall in my opinion the aspect of it was well thought out.

22. Independent Animation



Most of the figures that were used in this animation were created only by the use of mudbox. The rest of the animation was made only by used maya.

23. Indie Video



<https://www.youtube.com/watch?v=QPh2WROcrKs>

The fox and the hound was again a major aspect in the creation of this animation. I wanted it to be a piece that made the people have a heart to heart moment.

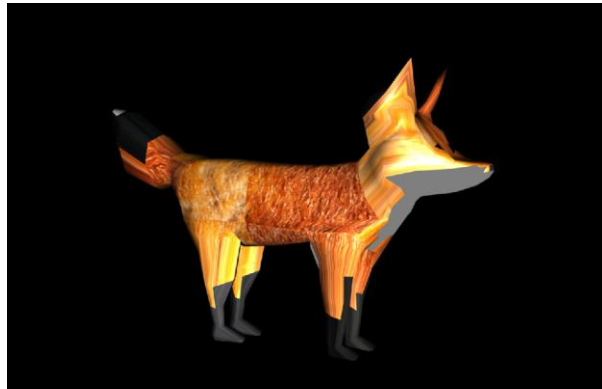
24. Green screen



<https://youtu.be/E78s9fIGQ7I>

The hardest part of this whole project was the position of the green screen. Manly because it was wrinkled and disoriented.

25. WIX



I plan to make this a background for my upcoming projects

<http://marcoswflores.wix.com/bigboss>