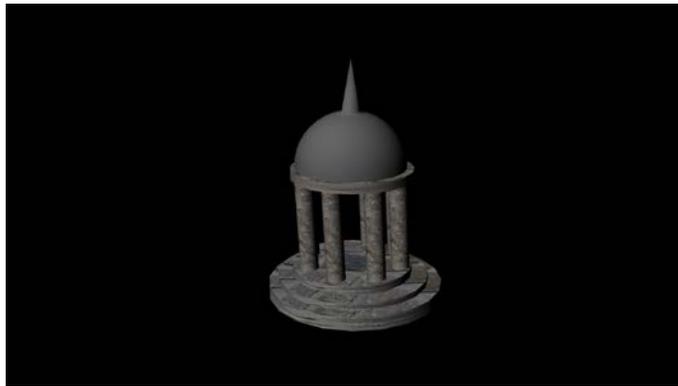


Samadar Kashakhi

## Portfolio

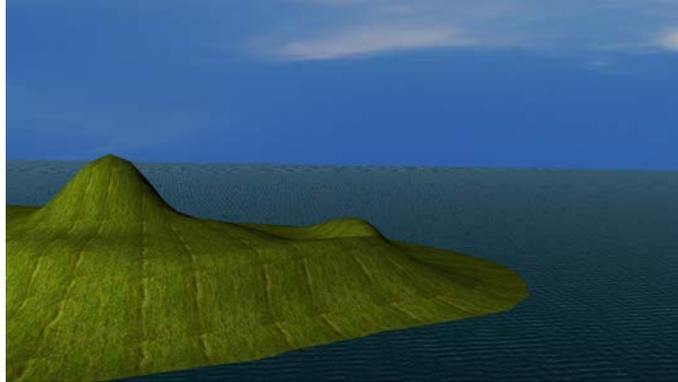
My name is Samadar Kashakhi. I'm a seventeen years old girl who wants to become an animator or video game designer. I'm hard working and love working with computers. I've worked with multiple kinds of computer software such as Photoshop, Flash, Unity, Maya, and more. I enjoy working with all those software. In my free time, I like to work with Photoshop and Flash. I'm going to go to college and I will reach my dream of becoming an animator or video game designer.

### 1 Maya Modeling



I used Maya to create this temple for my first animation in this class. By using different modes and tools, I duplicated and resized objects to create this temple. I used Polygon Primitives to create this temple and used free textures on the internet to make it look more natural.

## 2 Maya Environment



I used the vertex edit mode to edit the textures on this island 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 and rigged this character for my first animation. I used the Polygon tool to create this character.

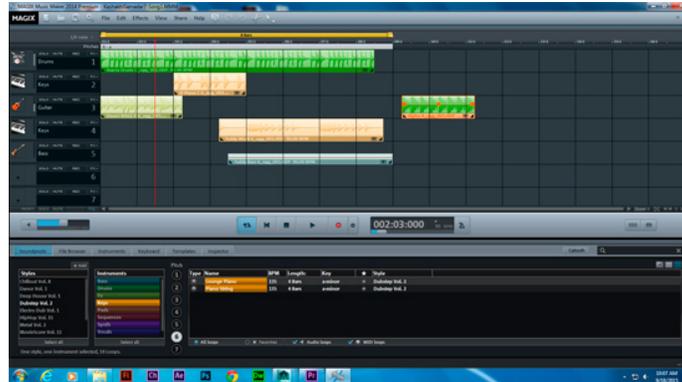
#### 5 Maya Animated Character



<https://youtu.be/txBPxIMoljk>

I used Maya's animation menu to add movement to my character and animate it on the timeline. I also rendered and exported my character, then added the images into Premiere to make a gif.

## 6 Magix Music Studio



<https://youtu.be/g8gXIGmRTQs>

I use Magix to create music for my projects. I learned how to use OGG loops and TAK files. I also learned about several different types of instruments you can use, how they work, and how to use the Audio FX Rack.

## 7 Animation in Environment One



<https://www.youtube.com/watch?v=JGSjBsrRrZ0>

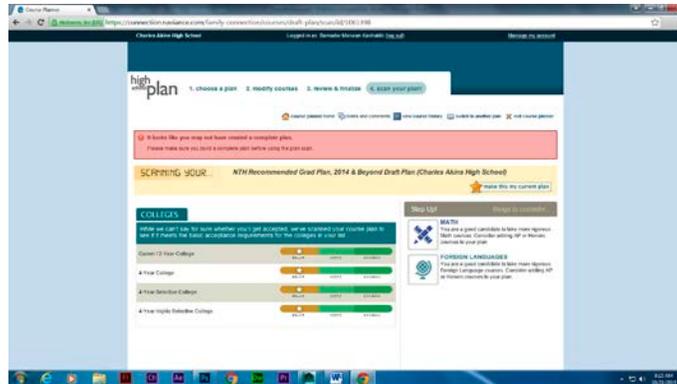
I used Maya, Premiere, and sound clips to create an animation. I created the environment, temple, and a rigged character. The Character had to have rig controls which were constrained so they wouldn't move around when I moved other parts of the character. In this animation, the character breaks out of the temple and starts dancing with glee.

## 8 MudBox Human



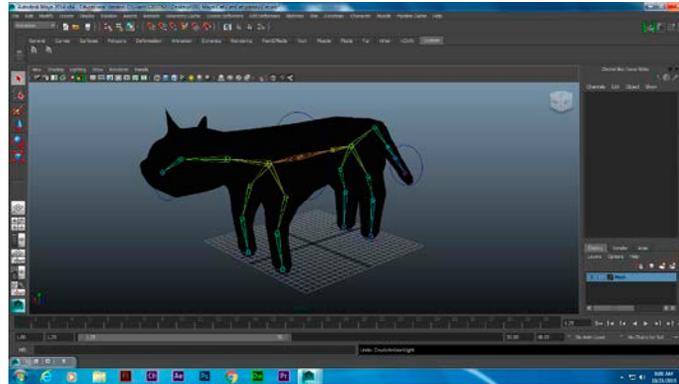
I used MudBox to edit a human figure.

## 9 Naviance



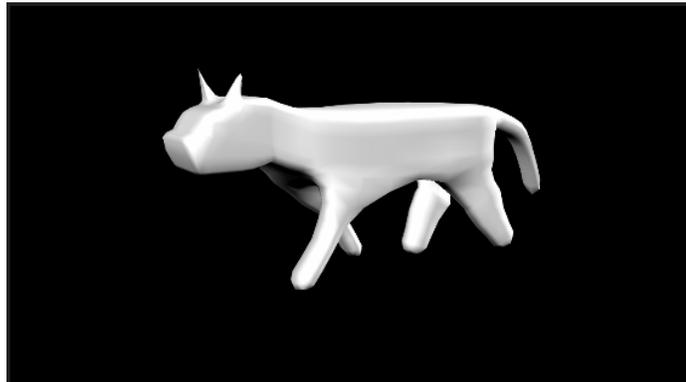
I used Naviance to plan and record the classes I'm currently taking.

## 10 Cat Modeling and Rigging in Maya



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

## 11 Cat Still Walk



I created this gif with 30 frames in Maya to practice making a four legged character.

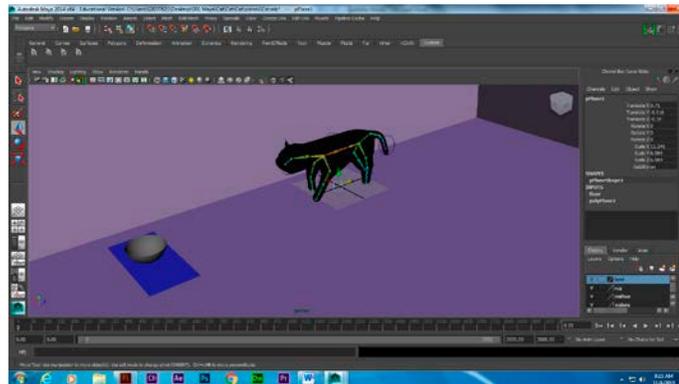
## 12 Cat Walk Video



[https://youtu.be/GLGMPIrTe\\_k](https://youtu.be/GLGMPIrTe_k)

I edited and exported this video with Premeire.

## 13 Cat Story



<https://youtu.be/TTpUL7xGaEc>

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 2000 frames.

## 14 Heavy Walk Animation



I copied the dance from this video to animate this character dancing.

<https://www.youtube.com/watch?v=z7tbdF6ISK0>

<https://youtu.be/MDsdzF4heNI>

**This is my animation of the character dancing.**

I used an already rigged video game character I got off the internet and I watched a video on how to make him walk naturally. I also learned how to use the Animation Graph editor to adjust and smooth out his movements.

## 15 Concept Art



I used several references online to create this concept art for the game my mentor is creating.

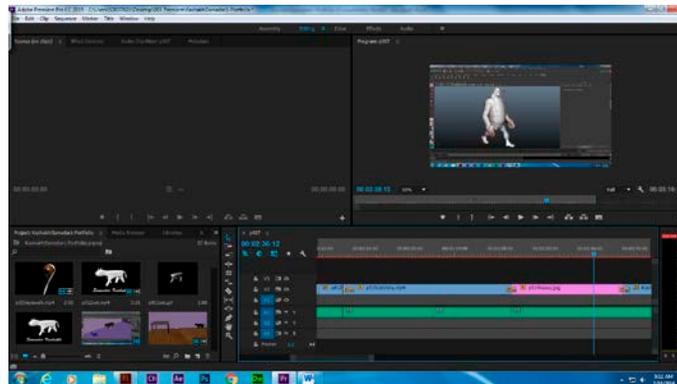
## 16 Heavy Animation Music



<https://youtu.be/EPyB7-T2Ff8>

I created this music in Magix for my heavy walk animation.

## 17 Demo Reel

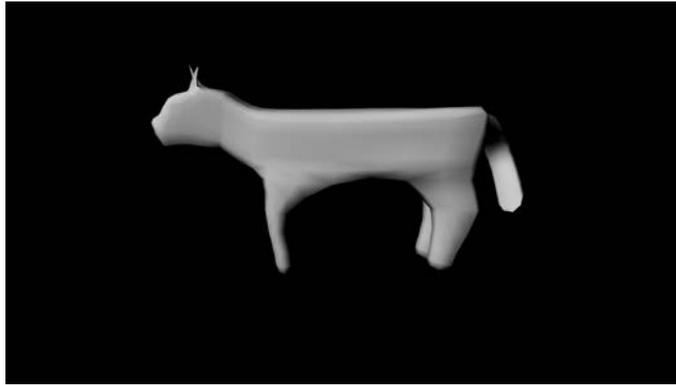


<https://youtu.be/JFXgxUlsRss>

Using Premiere, I created this demo reel that you're currently watching.



## 20 Indie Character



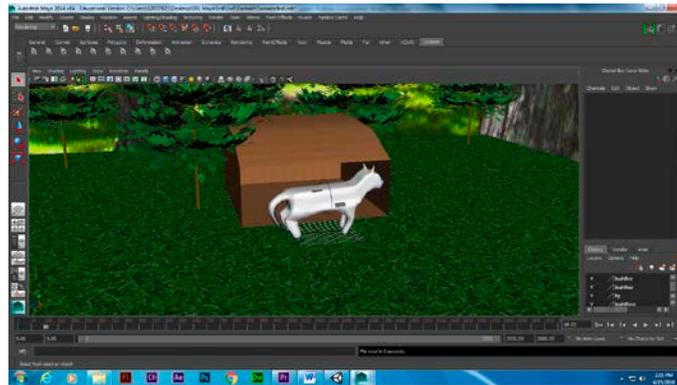
I modeled this character for the independent animation project that I'm working on.

## 21 Indie Background



I modeled and created this background for my independent animation project.

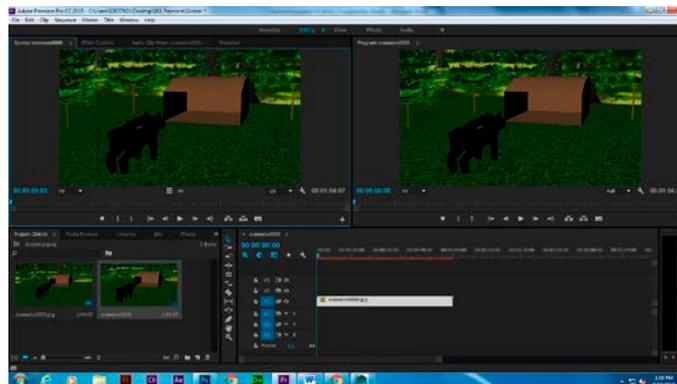
## 22 Indie Project



<https://youtu.be/ltx-7jE1HyU>

I exported a part of my Indie project. I modeled and rigged a cat, and created an environment which includes trees, grass, and a box that will play a key role in the animation.

## 23 Indie Project Full Video



<https://youtu.be/KgCvtesB3oY>

Here is the full video of my independent animation project.

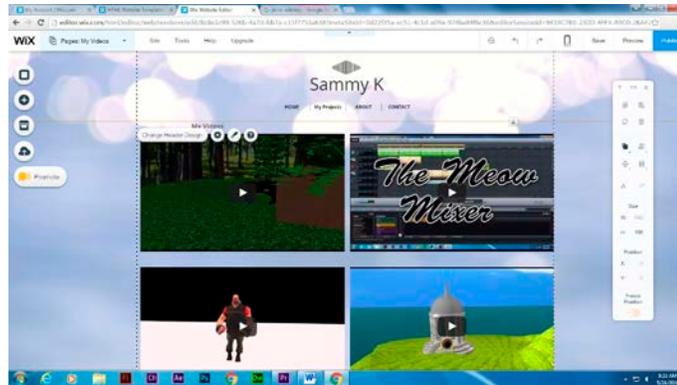
## 23 Green Screen



[https://youtu.be/13n\\_vROtx6I](https://youtu.be/13n_vROtx6I)

I filmed myself in front of a green screen and edited myself into one of my animations to make it look like I was in the animation.

## 24 Wix Online Portfolio



<http://ventusthebae54.wix.com/sammyanimation>

I used the Wix website to create my own website with all my projects I have created in my Advanced Animation class.