

John Michael Routh

Portfolio

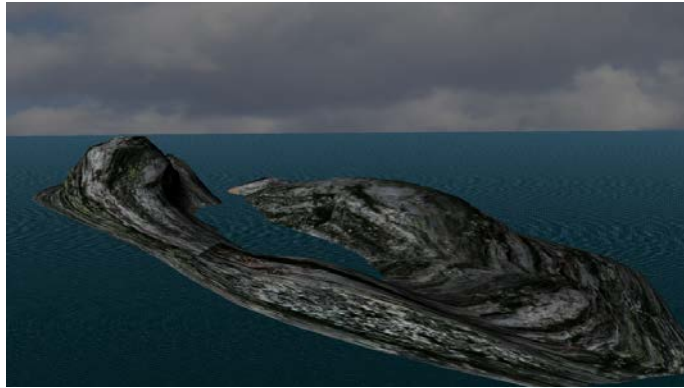
My name is John Michael Routh, I am a competitive ESports player. I play Smite at a competitive level competing in tournaments for money. I am interested in learning new things and learning about old things that we used to do. I am lucky to be in this class because I am actually in STEM taking Engineering, AP and Pre-AP courses. I am an honors student maintaining all high A's. After high school I plan to go to UT for either software engineering, electrical engineering, or a game developer. I plan to make big advancements in my field revolutionizing the industry.

1. Maya Modeling



I used Maya's Polygon Primitives to create a temple. I then added textures that I found on the internet. I used this temple for my first 3d animation. I had to duplicate and resize the objects that I created using different tools and modes.

2. Maya Environment



I had to use the vertex edit mode to edit a sphere to shape it into a sphere. I then added textures to the island. After that I added a sky for a background and an ocean using Maya's ocean tools.

3. Maya Composition



I used the previous made temple and environment to make this background for my first animation.

4. Maya Character



I created this character by editing spheres and textures then rigged it with IK handles and joints to animate this character. I used the Maya code box to create a button to help me select all of the moving parts each time I needed to. This helped me later in animating the character.

5. Maya Animated Character



<https://youtu.be/5ORYSIX5AOE>

I used Maya to animate my character that I made previously. I used keyframes to move my character how I wanted. I used Premiere to render it as an animated gif. I edited the export settings to make sure that the video was the right size and looked better than default. I used lights to make the character to a bit more professional.

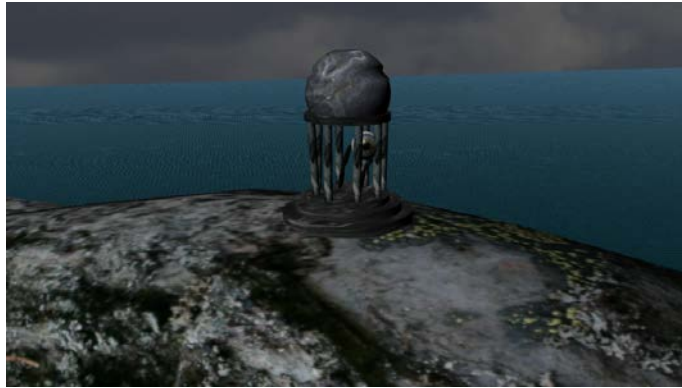
6. Magix Music Studio



<https://youtu.be/M5PknGXtsV0>

I used Magix to start making music for my animations and other projects. I used the piano roll tool to change all my beats from the default. You are only able to edit .tak files with the piano roll so I opened a .tak file then double clicked it. It didn't matter what sample I originally used because within the piano roll I am able to change the sound and beat.

7. Animation in environment



https://youtu.be/3ol_hBYyQI4

I used Maya, premiere, and sound clips to make this short animation. I made my environment, temple, and character in Maya. I rigged my character so he was easy to control when I was animating him.

8. MudboxHuman



I used mudbox to edit a human figure.

9. Naviance



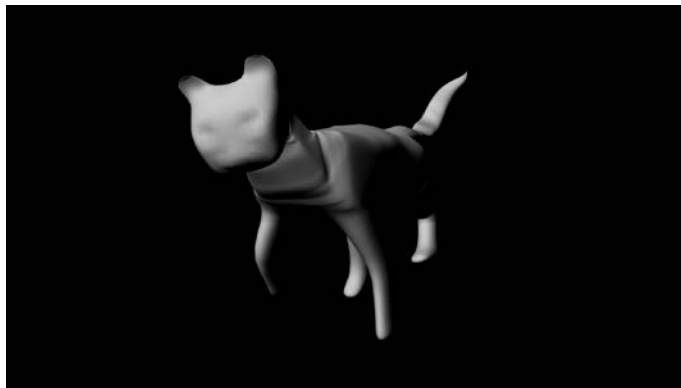
I chose my classes future classes and made a record of my old classes on naviance.

10. Cat modeling



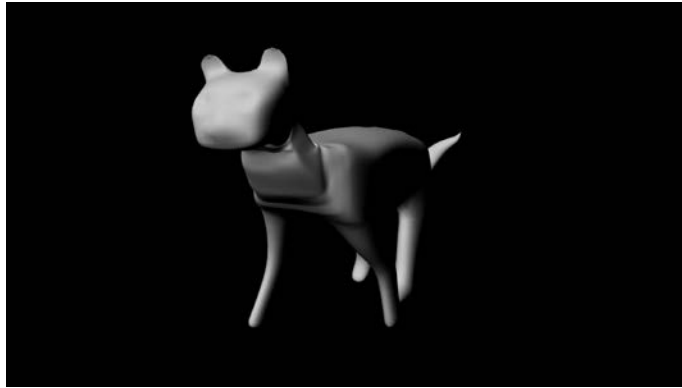
I used maya to turn a rectangular prism into a cat. First I made a cube with 3x3x3 divisions. After that I stretched it into the size of the cats body. I then extruded the limbs.

11. Cat still walk



I created this short gif with 30 frames in maya to practice creating a cat walking.

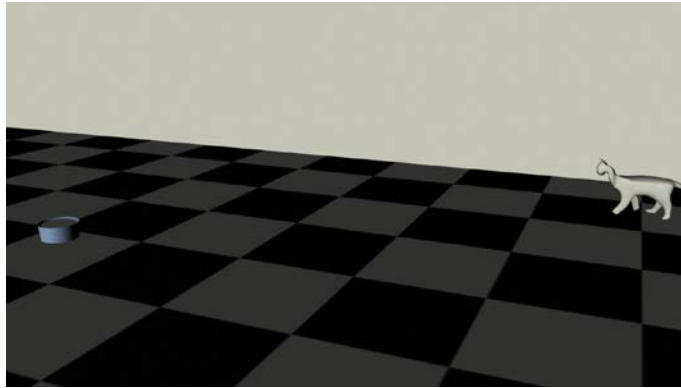
12. Cat walking video



<https://youtu.be/qK9hWkUOkcE>

I made this short youtube video with audio. I used the cat walking animation and a song I made along with premiere to bring it all together.

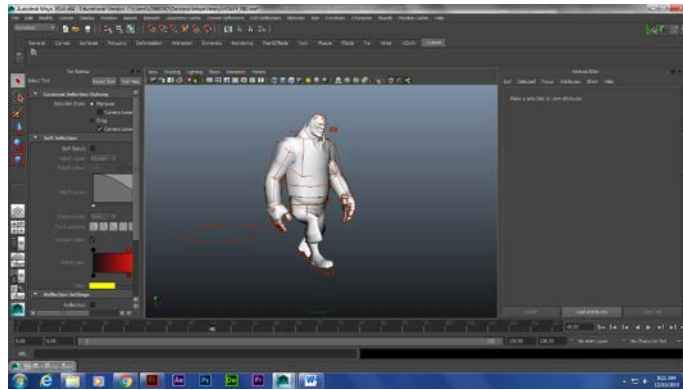
13. Cat story



<https://youtu.be/9EjTEQJIWAY>

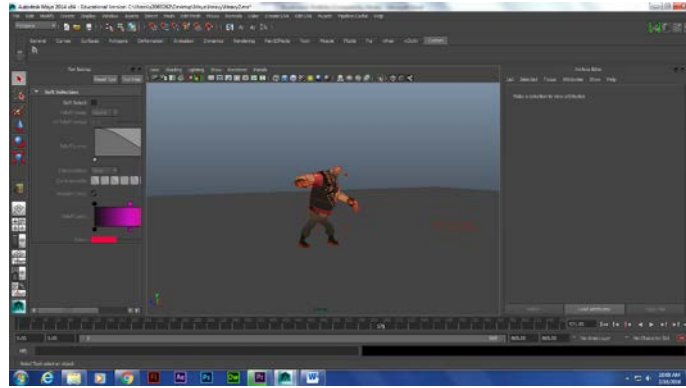
For my story, I started with a story board to get a general Idea of what I wanted to make. I used my previously made cat with it's controls set up already. I made some script that would select all of the cat so I could easily make key frames.

14. Heavy Walk Animation



I used a popular video game character that I downloaded off of the internet which was already rigged and I followed the instructions of a video on how to make a realistic walk cycle. I also learned to use the animation graph editor to make the animation look smooth and consistent.

15. Heavy Dance Animation



I imitated a dance using the previously used heavy character. I also edited a song to go with the animation.

https://www.youtube.com/watch?v=BT3L6MI_wxE

This is the animation dance I copied.

https://www.youtube.com/watch?v=c_IBFY9OvH4&feature=youtu.be

This is my animation of the dance.



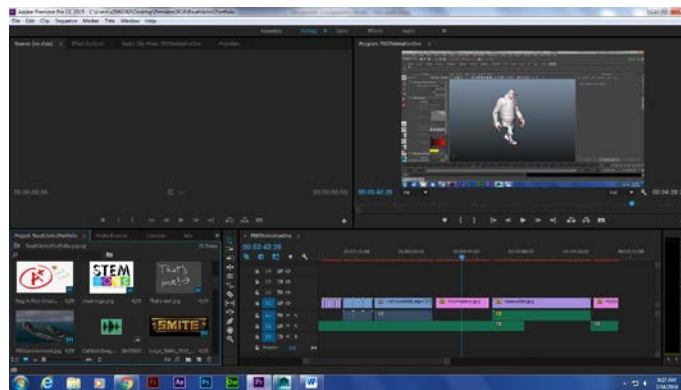
Heavy Song

16. Game Sketch



I designed this character for my mentor who is making a steam punk video game. First, I hand drew the picture. Then I uploaded it to my computer and edited out the mistakes and added color and some new ideas I got along the way.

17. Demo Reel



<https://youtu.be/l9yxzvCd7mM>

I used all of the projects and skills that I've developed so far to make a professional demo reel that I can give to people so they have an example of my work.

18. Indi Script



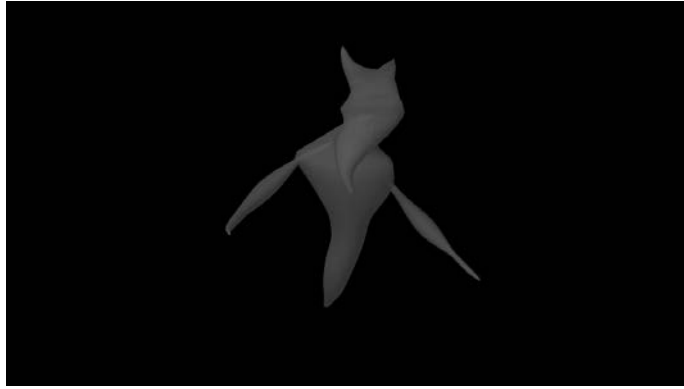
I was able to come up with this script for my independent project. I think that the animation will take a lot of work but will turn out looking very professional.

19. Indi Story Board



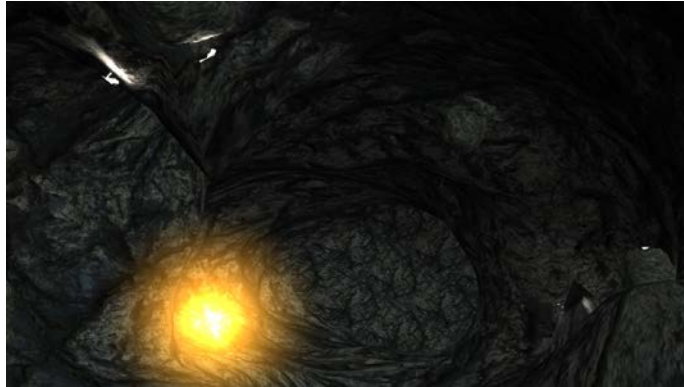
After making my script I was able to create this story board to further display my ideas of this animation. I later revised my story to adjust to the time constraints given.

20. Indie Character



For my character, I made a ghost that I was able to animate for my individual project.

21. Indie Background



For my individual project I made a complicated cave with very dim lighting to add to the meaning of my animation. I also made very nice looking crystals that light up and emit some light. Not only does this scene have a cave but it has the outside too with a nice sky background that you cannot see from this image.

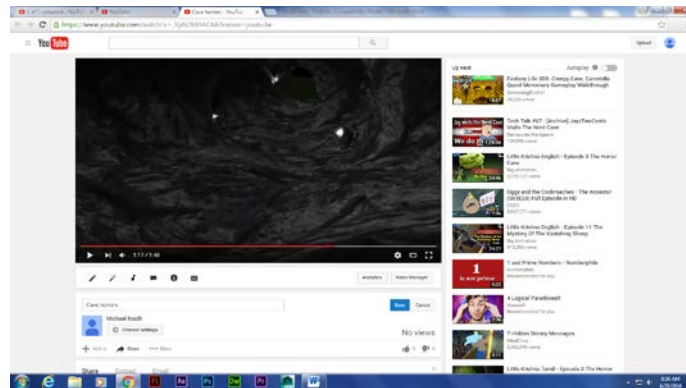
22. Indie Animation Preview



<https://youtu.be/pxjRFOP75XA>

Here is a preview of my individual animation.

23. Independent Animation Project

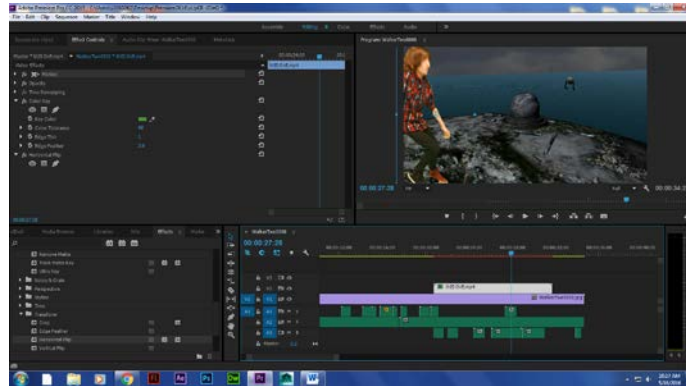


<https://youtu.be/M4oZkMV7zXA>

I made this animation by first making a story board. I came up with the idea for a horror cave from some old games that I used to play. I then modeled a cave that my character could walk through. Soon after, I made a story board so I would know what else I would need to make. I then made an animated fire that would serve in the plot. I had to make revisions to my story because of time constraints which is something that people have to do in real life as well. I

spent about a week on making the very detailed soundscape because the atmosphere is probably the most important part in this animation. I then animated rocks falling and camera movement to finish the animation. Overall, I am proud of this animation but I notice mistakes that others would not.

24. Super Animation



<https://youtu.be/EygTupZaC7U>

I added myself to the first animation that I made in this class. I recorded myself in front of a green screen so that I could use a chroma key or color key effect so that I would be the only thing on the screen. I had to adjust the tolerance, edge thin, and edge feather so that there would be the least amount of green but the most amount of me. I wish the green screen could have been smoother so that the color of green would have been more consistent which would have made everything nicer.

25. Wix Portfolio

<http://johnmichaelrouth.wix.com/portfolio>