

Freddy Torres

Portfolio

My name is Freddy Torres I am 16, born on June 20th 1999. I was born in Austin, Texas and still live here. I'm in 11th grade and go to Akins High School. I will graduate in 2017 and will hopefully go to college and graduate as well. Things I like to do for fun is playing video games such as FIFA, GTA, and COD. I also like to play baseball and watch Soccer. My favorite teams are the Boston Red Sox for baseball and for Soccer my favorite team is FC Barcelona.

1. Maya Modeling



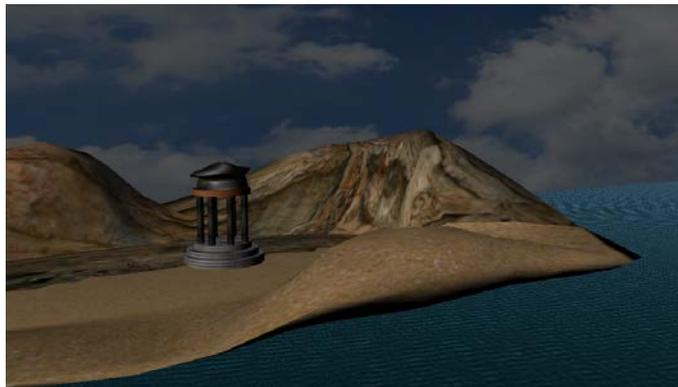
I used Maya and Polygon primitives with textures off the internet to create this temple for my 1st Animation. I had to duplicate, resize the objects I created using the tools and different modes to make all the poles and the steps and the roof of the model.

2. Maya Environment



I had to use the vertex edit mode to edit the textures on the island in this background I created for my first animation. Also I had to fix the outside of the island so it won't look pointy and had to make it look real.

3. Maya Composition



I composed my image by locating all the objects in an appealing way for my animation background. The Temple, Island, Background, and the ocean was all made in Maya and fixed to be its size. Also I used textures to make the objects look realistic.

4. Maya Character



I created this character and rigged it with IK handles and joints to make it easier to animate. Also used textures so the character would look more spooky and more like an real creature .

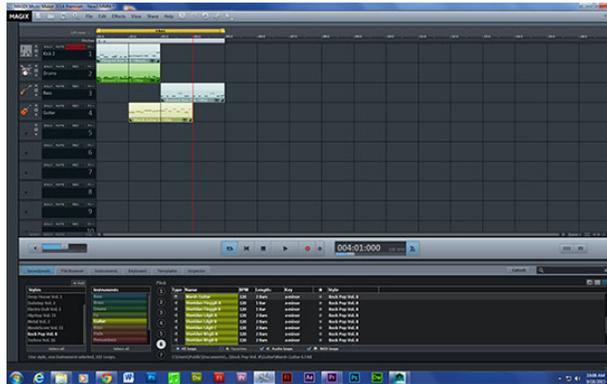
5. Maya Animated Character



I used Mayas animations menu to add move movement to the timeline and rendered the video with Premiere. Also I used textures from online to make the character look realistic

<https://youtu.be/dJgeaLOGavk>

6. Magix Music Studio



I used Magix to start making music for animations I'm going to create and many other projects so they will have a great background sound. Also to set the mood and the tone of the animations and project.

<https://youtu.be/ra7K3CIEBuo>

7. Animation in Environment One



I used Maya and premiere and sound clips to create this short animation. I created the environment by using Maya and using textures from online to make the Environment look real. The characters had to have rigged controls which had to be constrained so I could move when I move other parts of the character. I added some cool animations, and also made the creature break out of the age.

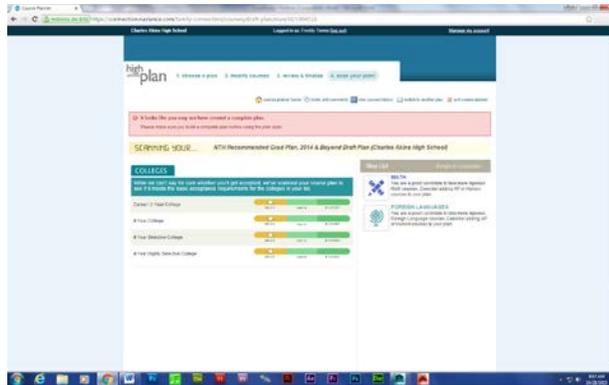
<https://www.youtube.com/watch?v=Horx5s59Bw8>

8. Mud box Human



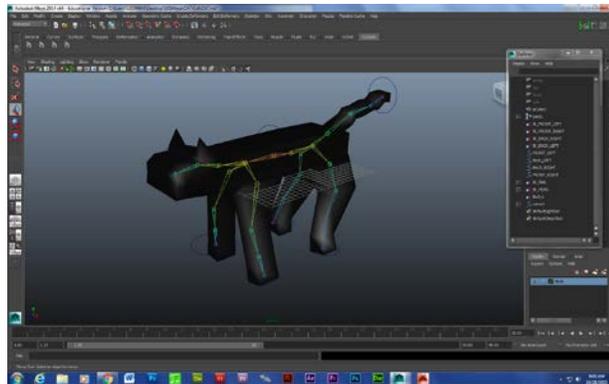
I used Mudbox to create this human figure.

9. Naviance



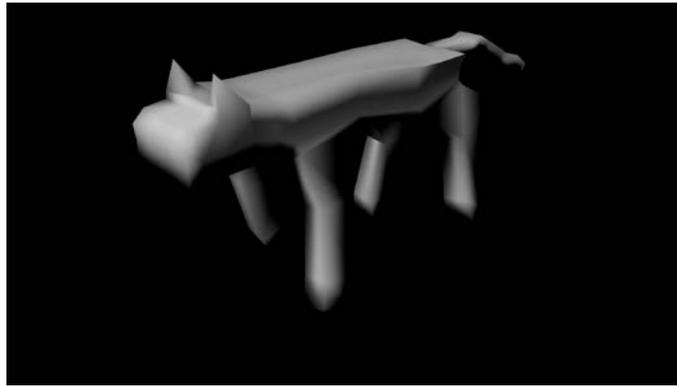
I choose my classes and made a record I'm taking now on Naviance.

10. Cat Modeling and Rigging in Maya



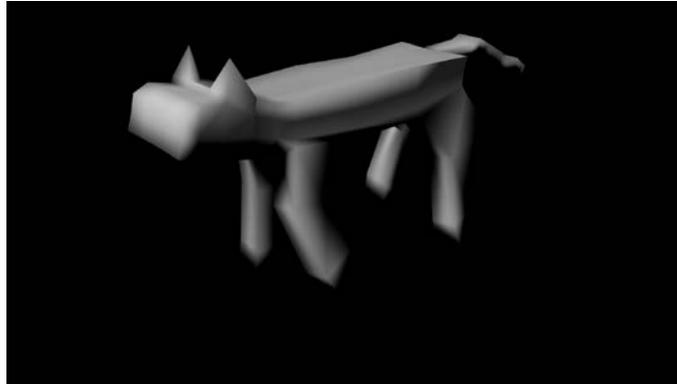
I used maya to model this cat shape from polytive primitives. So later on I can make this cat into an animation and make him walk.

11. Cat Still Walk



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

12. Cat Animation Video



I created this short video animation by using Maya to create the Cat first and after Premiere to make the video.

<https://youtu.be/c9C7KClvsNg>

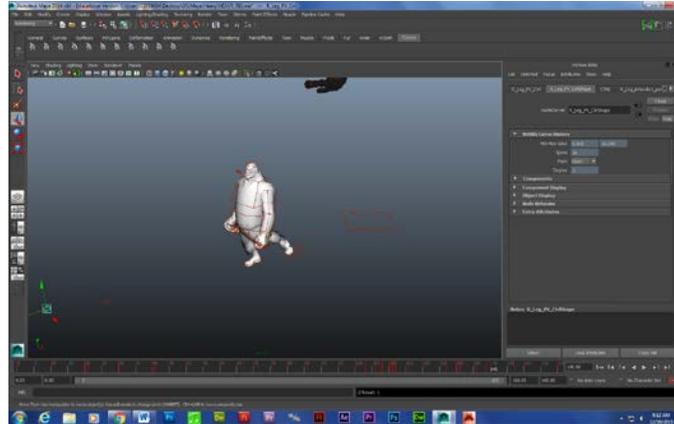
13. Cat Story



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 2000 frames.

<https://youtu.be/hik6ijfZJWo>

14.Heavy Walk Animation



My animation

<https://youtu.be/z4YT7rcQeLI>

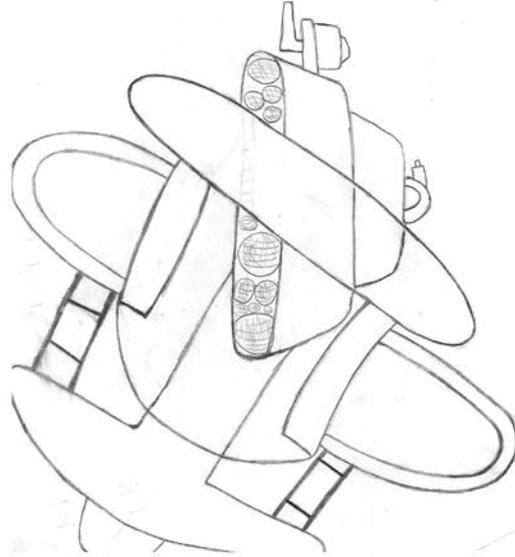
This is the video/dance I am copying to make my animation. As well as this one

https://www.youtube.com/watch?v=zAmLInI_pS4

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

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 animation graph editor to smoothen the animation and make it simpler and not complicated.

15.Game Sketch



I created this game sketch by drawing it on paper first and then scanning it to my computer and using Flash to edit it.

16.Heavy Song



I created this song for my animation HEAVY and I made it using MAGIX.

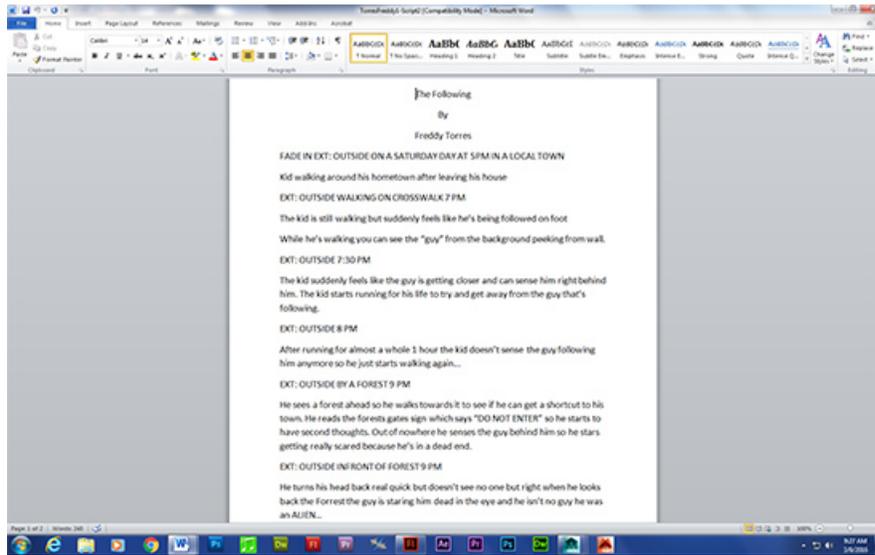
17. Demo Reel



I created this video with all my animations and projects combined into one, and used Premiere to make it.

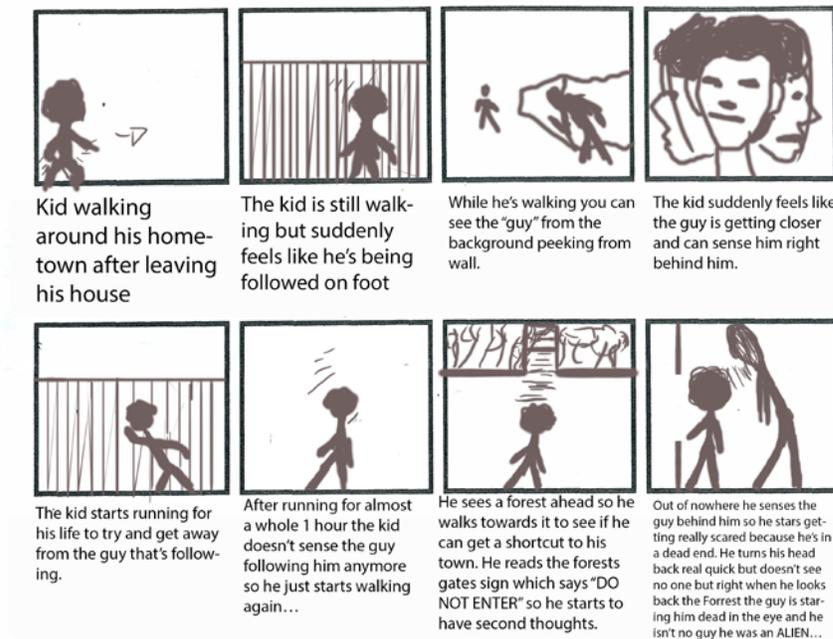
https://youtu.be/yjXCf-XT9_s

18.Script



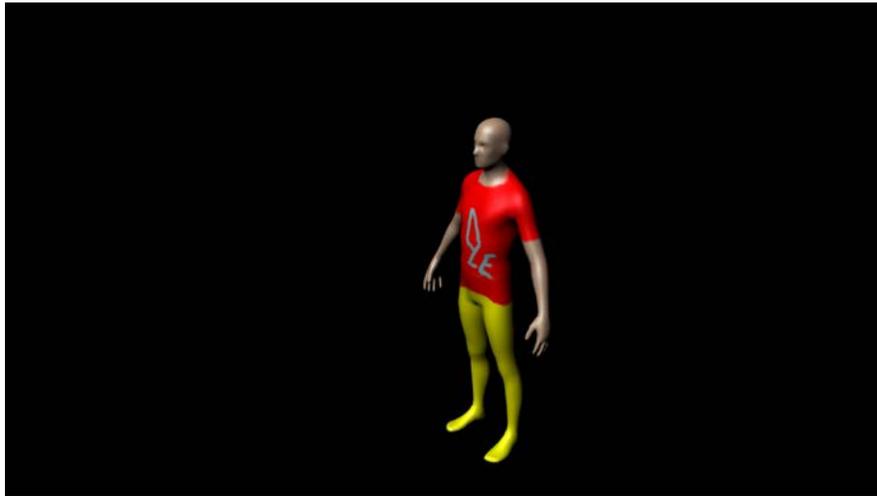
I created this script in Microsoft Word and came up with the story by myself and help from others around me.

19. Storyboard



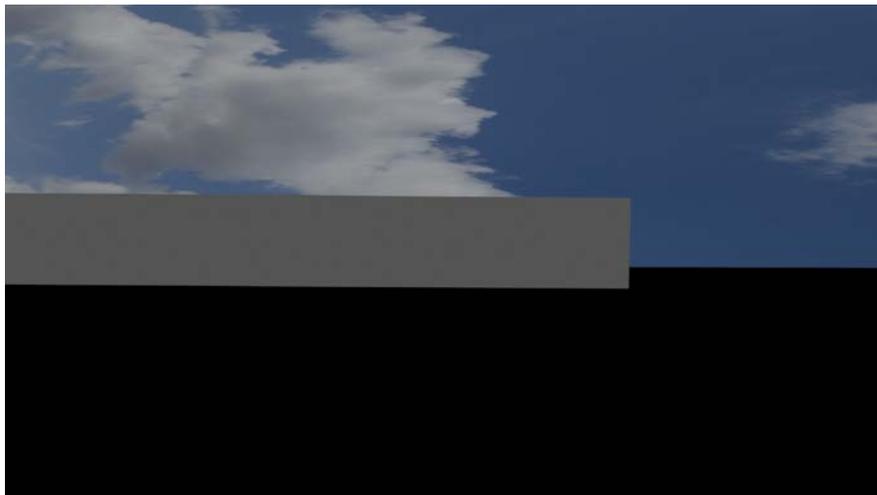
I created this storyboard in Photoshop and with script that I had wrote.

20. Character



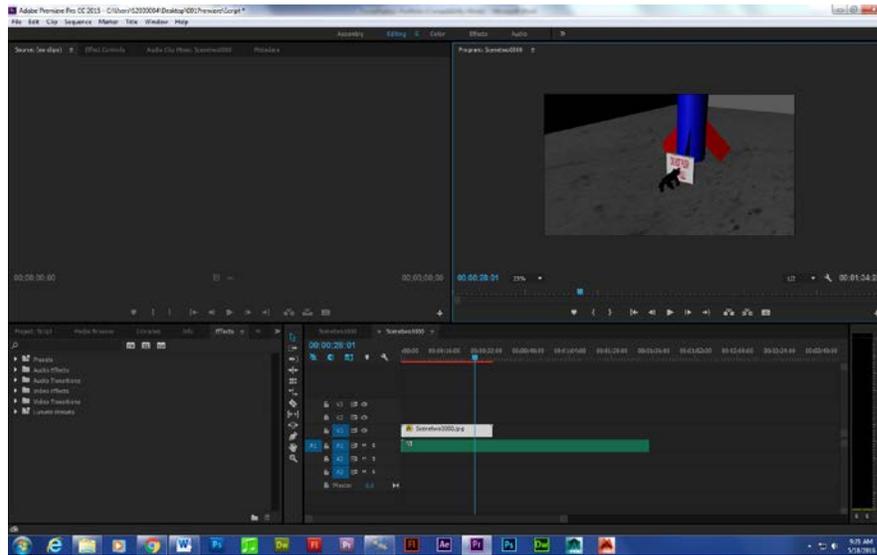
I made this character in Maya that I am going to use in my next animation.

21. Indie Background



I also made this background for my animation and I created it using Maya software and it's in a sidewalk even though the concrete doesn't show up.

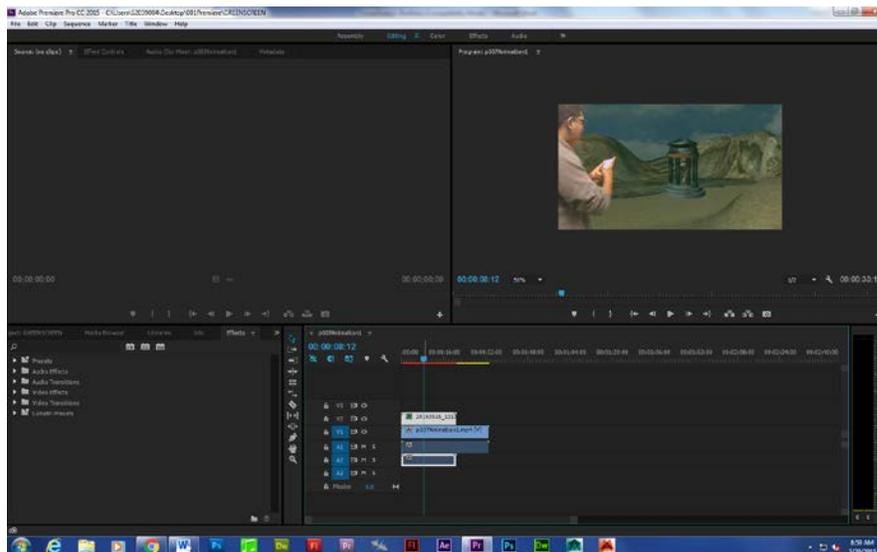
22. Indie Project



I created this independent project by making a background and later on the props for it. I made it using Maya and rendering it from Premiere.

<https://youtu.be/swoSGPAi2qs>

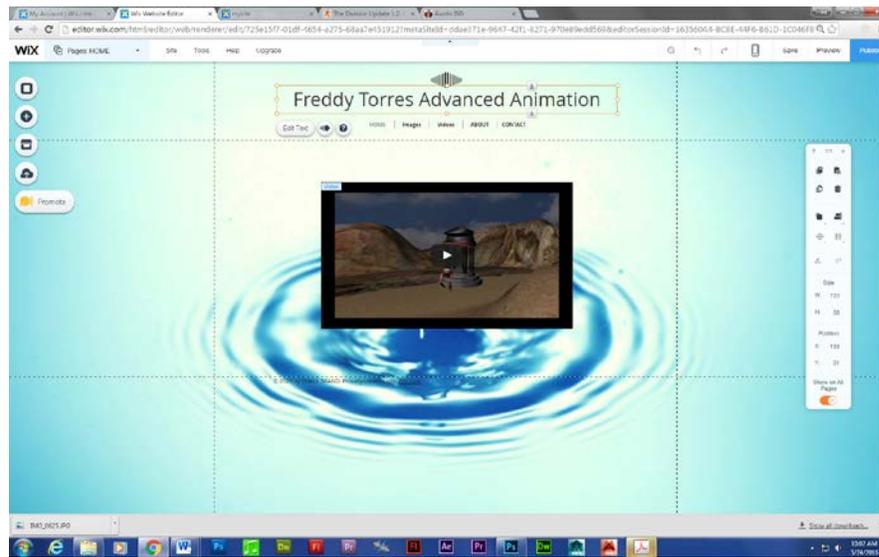
23. Green Screen



I created this Animation with me in using a green screen and editing it in Premiere.

<https://youtu.be/YJw4PoGv0Vw>

24. Web Portfolio



I created this website showing all my work throughout this school year.

<http://ftorres7202.wix.com/mysite>