

Jesse Orth

Portfolio

My name is Jesse, I enjoy working with computers because they include many different types of software and programs that extend creativity, I enjoy making art, not just because it brings out your imagination but because it stands out to being who you are. I like music, video games, and movies because those are examples of creativity people making art for us to enjoy.

1. Maya Modeling



I used Maya to create this temple, using polygon primitives and a variety of textures from the internet. I had to edit the textures, resize the polygons and duplicate.

2. Maya Environment



I had to use the Vertex Editor to edit most of the textures you see here and got the sky from the internet.

3. Maya Composition



I composed my image by showing the objects in the island so they would stand out and show the temple.

4. Maya Character



I created this creature using textures from the internet and shaping his legs to look how they are in the image; I also worked on his eyeball and gave him a skeleton so he could be animated.

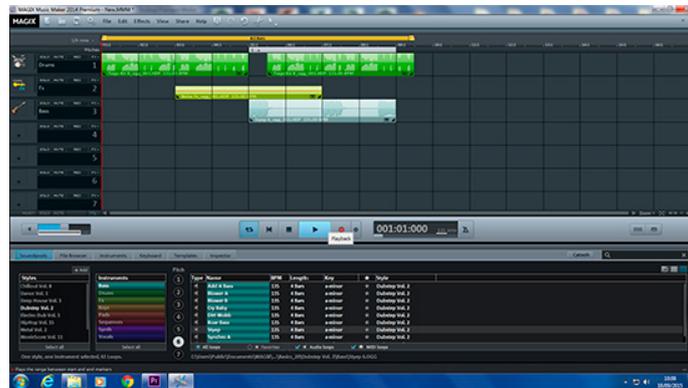
5. Maya Animated Character



<https://youtu.be/ttr4zeVsfBU>

I used Maya to animate the creature's movements and style, we used key frames to position the creature in order for it to be animated, we used many different types of tools to position him such as a move, size and rotate tools. We also used lighting to make the creature visible and suitable for its environment then we went onto Adobe Premier to render the creature into an Animated GIF.

6. Magix Music Studio



<https://youtu.be/tWSsivUhqIU>

I use Magix to create music for my animations and projects.

7. Animation in Environment 1



<https://youtu.be/C5XhoRyjmuQ>

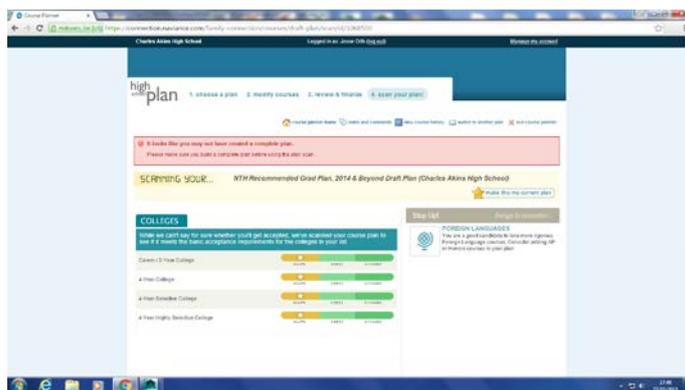
I used Maya, Premiere, and Audio clips to create this Animation; using many types of tools to create the Temple, Environment, and Character. I made the character do some unique things in this, first he had to knock off one of the post, then he walks of and starts giving us a dance

8. Mudbox Human



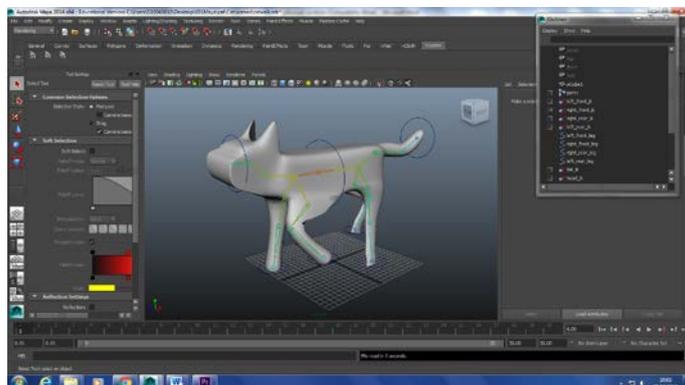
I used Mudbox to edit a human figure, by sculpting.

9. Naviance



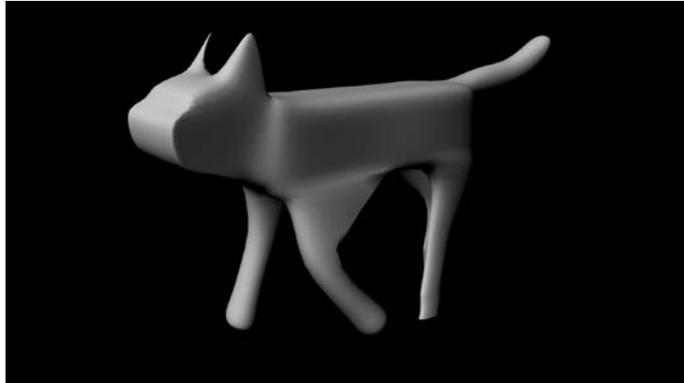
I used Naviance to choose my courses.

10. Cat Modeling and Rigging in Maya



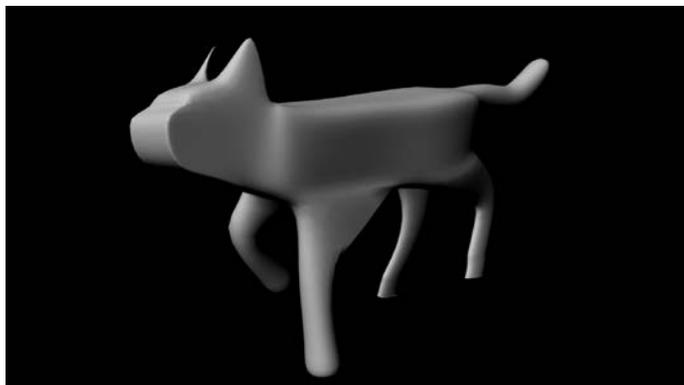
I used Maya to shape the cat's form using polygon primitives.

11. Cat Still Walk



I first animated the cat, so it could move, using the Maya Software. I then put the animation into Adobe Premiere Pro CC to add background music and effects. Then I rendered it.

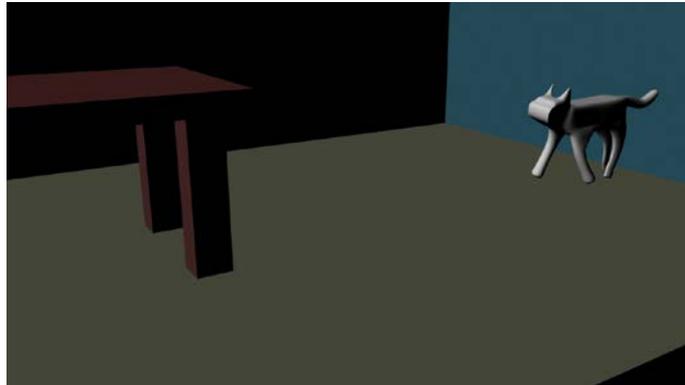
12. Cat Walk Video



<https://youtu.be/tHVMf7I8n7E>

I edited this short video and uploaded it to YouTube.

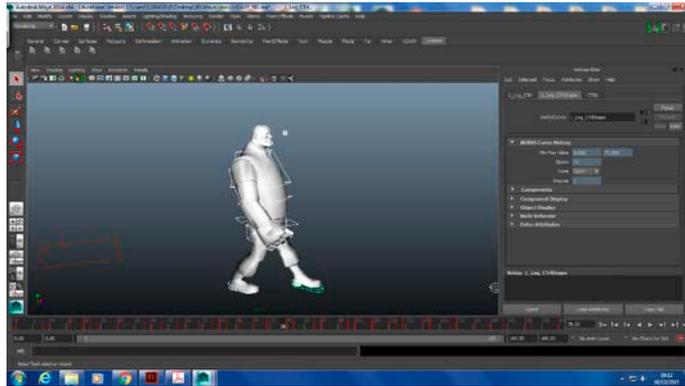
13. Cat Story



<https://youtu.be/n32oRPyGkhw>

I created the environment for the cat to interact with; I used rigging controls for the character to move. I also used smooth bind the cat, creating an animation using 2000 frames.

14. Heavy Walk Animation



This is the dance I copied

<https://youtu.be/5iGTT5GDkEE>

<https://www.youtube.com/watch?v=EspZ4t2FAuE>

This is my dance animation; I copied a dance from YouTube in order to make the heavy dance as you see in the video.

I used a famous video game character that I got off the internet which was already rigged; I then followed video instructions to make him walk properly and correctly.

15. Game Sketch



I made this game sketch to help a game developer with his steampunk game, and to bring some good ideas into his mind.

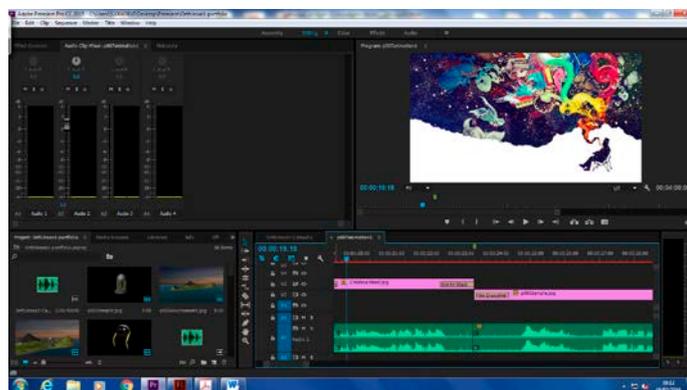
16. Heavy Song



<https://youtu.be/FDXhifDvHac>

I tried to make a song that would go along with my heavy dance animation, because he is a natural born dancer.

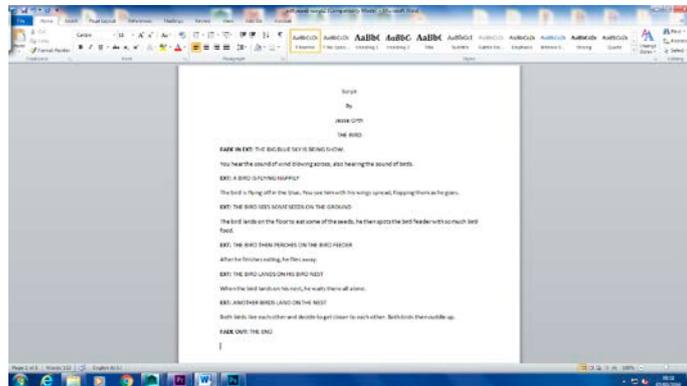
17. Demo Reel



<https://youtu.be/zm3aLGEcGGg>

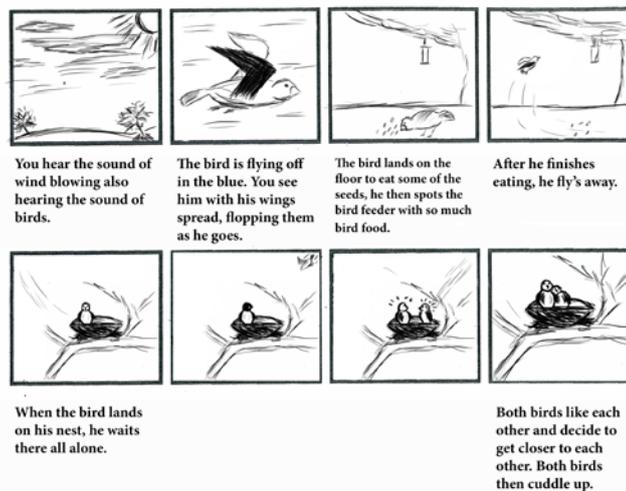
I created this demo reel to show all of the projects I been working on, I used Magix to record and edit sound, I then used Premiere to edit all of the still images and video clips. I added transition effects that would make the video more appealing and professional. I then exported the video with high quality settings.

18. Independent Animation Script



I created this script with Microsoft Word, using the script format in order for my idea to stand out

19. Independent Animation Storyboard



I used my script to guide me through my storyboard, I then started drawing on each square to show each scene that will happened in the actual animation, that being the ending result.

20. Indie Character



I created this character in Maya; using polygon primitives to shape the characters body. I also rigged the character so it could later be animated for my animation project.

21. Indie Background



I created this park background for my animation, and for my character to interact with.

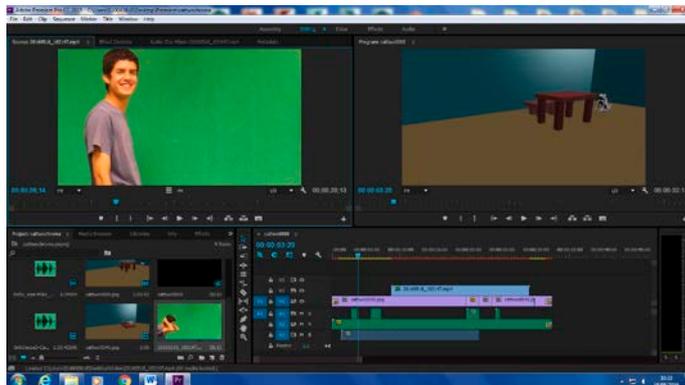
22. Independent Animation



<https://youtu.be/q8IExuaPEAc>

I used many different types of software's such as Maya and Adobe Premiere to create this short 3D animation.

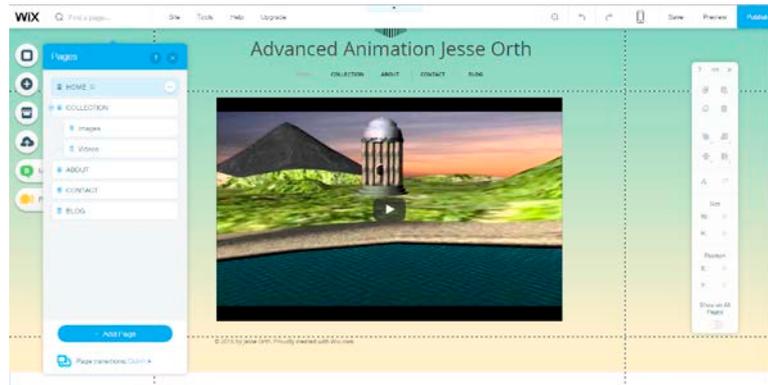
23. Green Screen



<https://youtu.be/TWYekIdRPSc>

I used a green screen to put myself into my own animation; using Premiere Pro to edit myself in. I used an effect called Color Key (Chroma Key) to take out the green parts from the clip, so it could just be me in the video.

24. Web Portfolio



<http://cabooseisjesse90.wix.com/orthjesse1portfolio>

I created an online portfolio using Wix, choosing my own web template I then started organizing my images and videos from my portfolio. I picked my own background to suit the website.