

Jordan Shearer

## Portfolio

I am Jordan Shearer the coolest person around! I have been working on animations since a young age. I have a vast knowledge of editing software. I have a website called [Jornations.com](http://Jornations.com) come and check it out if you dare! I also know a lot about Pirates and history. I have made videos for other people such as Mark Pryor.

### **1Maya Modeling**



I used Maya and Polygon Primitives and textures from the internet to create this temple for my very first 3d animation. I learned to duplicate and resize the objects to create the temple

## 2Maya Environment



I used the vertex mode to edit the texture of the island. This island is used for the first animation.

## 3Maya Composition



I added all of the scenery to the stage to make a background. To make this Background I acquired textures from google images and used them to create the grass, sand and mountain look. I used use vertexes and faces to shape the land form, and then used the UV texture editor to move the texture around the island.

#### 4 Maya Character



I created this character by rigging the legs and connecting them to the body. This will be the character that I use for my first CG animation (Computer Generated)

#### 5 Maya Animated Character



<https://youtu.be/91FQccknGvw>

I used Maya's animation menu to add movement to the character. And rendered the GIF animation in Premiere. I created a button to select all of the parts of the rig by using the code from the Maya script. This made the process of creating the key frames far easier and more time efficient than it normally would be. I then added lights to make the character more visible when I render the image for the animated GIF

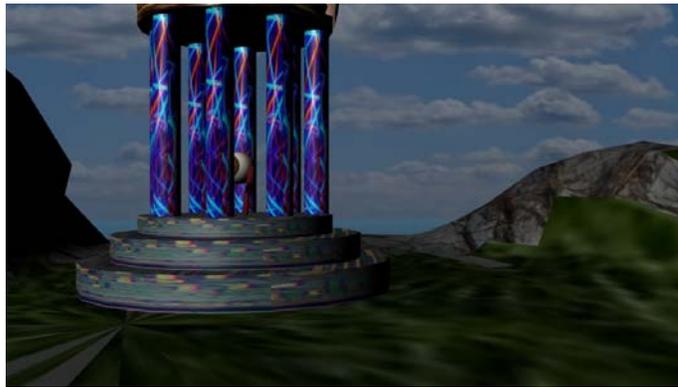
## 6Magix Music Studio



<https://www.youtube.com/watch?v=hJUnTB1Qacw&feature=youtu.be>

I used Magix music making software to start making music for my animations and other projects that will be made later in the year. I edited the TAK files to make the music more original. I also learned about how to use OGG files to make the music more professional

## 7Animation in Environment 1



<https://youtu.be/-x8tE4otixk>

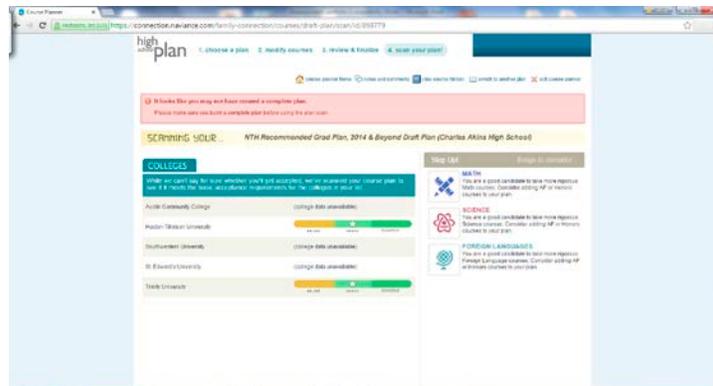
I used Maya to create the character and the environment used in this animation. I used the character I rigid to interact with his surroundings. The character had rigid controls that were constrained so that they would not move around when I moved other parts of the character. I add my own creativity by having the character fly at the end of the animation

## 8Mud Box Human



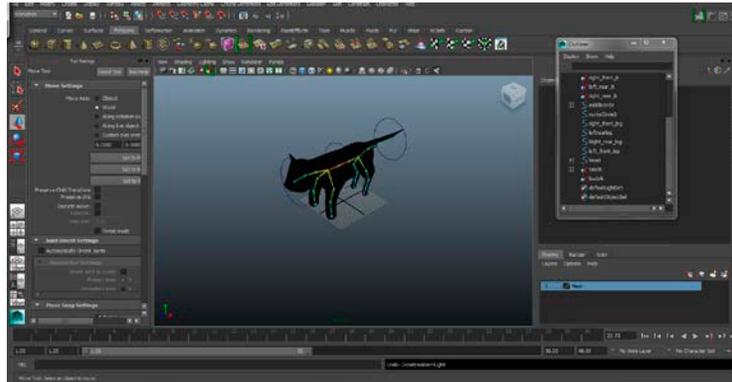
I used MudBox to edit a human figure.

## 9. Navience



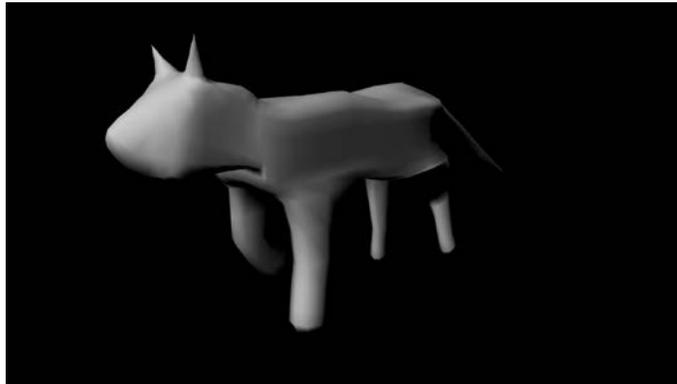
I updated my classes and courses on navience.

## 10. Cat Modeling and Rigging in Maya



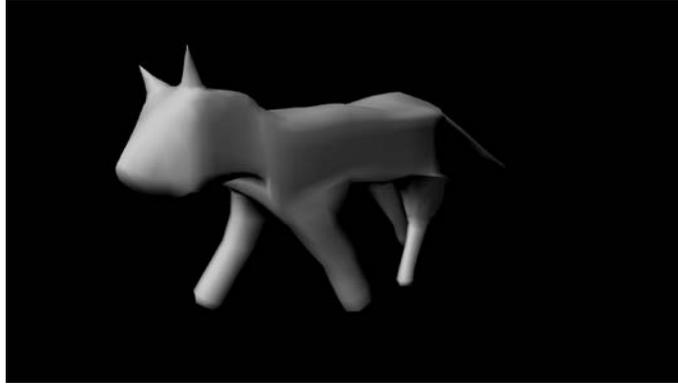
I used Maya to model this cat shape from a polygon primitive.

## 11. Cat Still walk



I created this short GIF using premiere with 30 frames in maya to practice a four legged walk. Then I put the images into premiere and exported it as a GIF.

## 12. Cat walk video



<https://youtu.be/sB2qdgdpJnE>

I exported this walking animation with Premiere and added audio I created and sound FX plus some extra details I added in Premiere

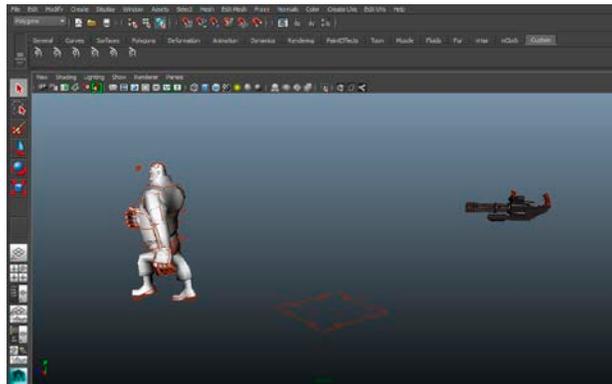
### 13. Cat Story



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

I created this using the rigs and controls I created. I had to select everything that moved. For the 2000 frames

### 14. Heavy Walk Animation

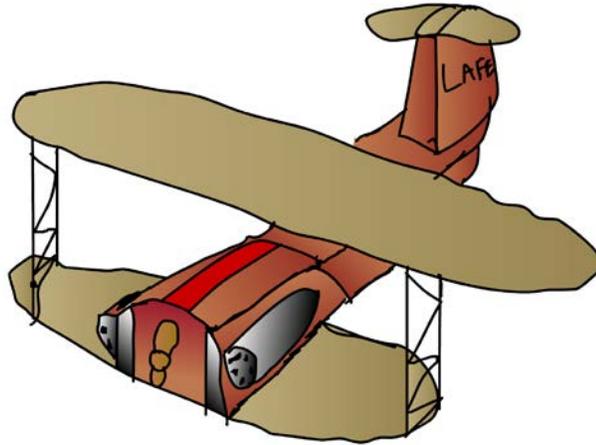


<https://www.youtube.com/watch?v=e54m6XOpRgU> Skeleton Dance

<https://youtu.be/P5lofd4ildQ> Heavy Dance

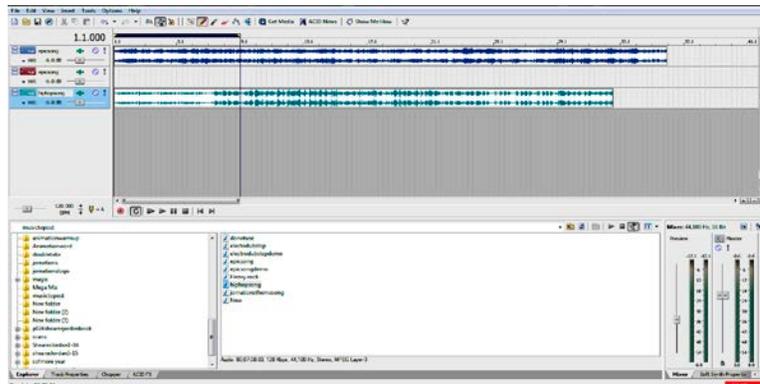
I used a popular video game character that was downloaded off the internet pre rigid and I followed video instructions on how to animate the character in a natural way. I learned how to use the animation graph editor in the process.\

## 15-Game Sketch



I created this Sketch for the L.A.F.E video game. I first hand drew the image then added color and cleaned up the Sketch in Photoshop and Flash.

## 16-Heavy Song



I created a song using various beats and combined them to one. For my Heavy animation

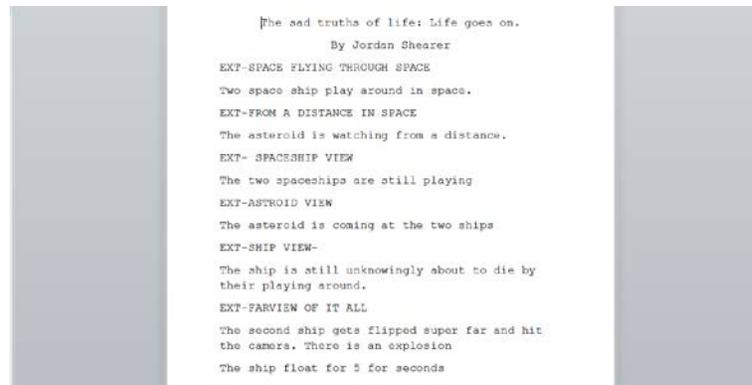
## 17-Demo Reel



<https://youtu.be/Y0DHzOcP1H4>

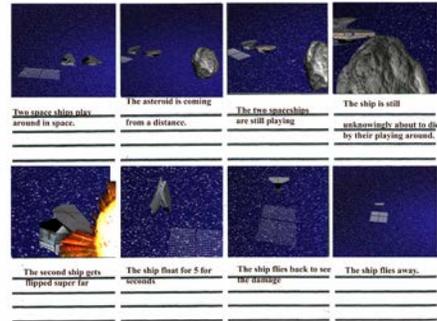
I created a Demo Reel of my Portfolio.

## 18-Script



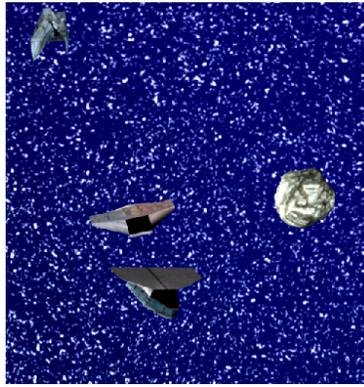
I created this script for my latest independent project. The finished animation will look better than ever.

## 19-Storyboard



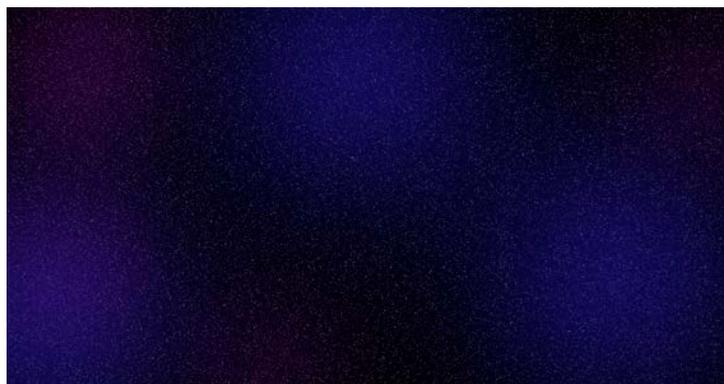
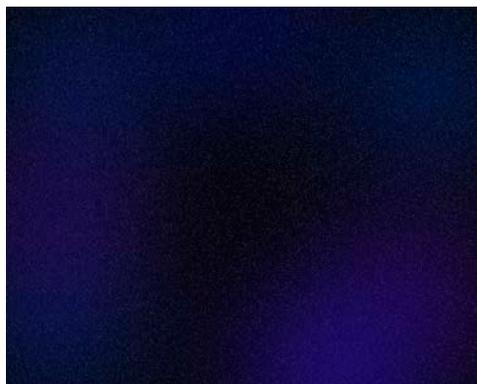
After creating the script, I created this storyboard using 3d objects and images I created in Photoshop to create a visual representation of how my animation will look.

## 20 Indie Character



I created these characters for my independent project using polygon primitives and mud box and textures from the internet.

## 21 Indie background



I created this Background this original design using Photoshop

## 22-indie movie



<https://youtu.be/JdpV8kHnlZA>

I created this independent animation using Maya, Photoshop, Magix, Mudbox, After Effects, and Premiere. I used Polygon Primitives and Textures to create the Spaceships and meteor. I then created original Fonts Styles and Backgrounds by my own design in Photoshop and Premiere. I also used Magix to create my own sound tracks.

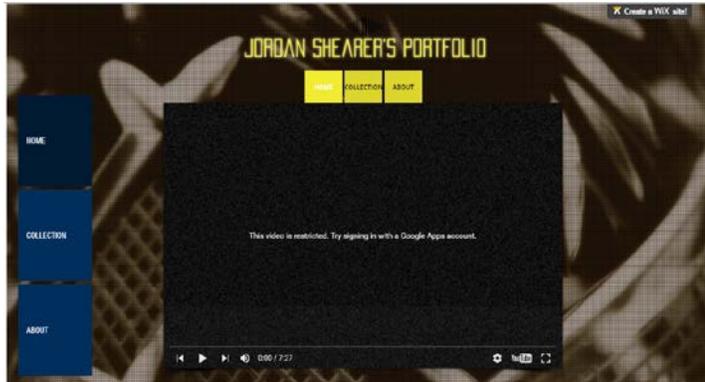
## 23-greenscreen



[https://youtu.be/InBsMp\\_LlI0](https://youtu.be/InBsMp_LlI0)

I created this Green screen project where I put myself in a scene with my environment and characters.

## 24-Online Portfolio



<http://orionthunder.wix.com/jordan>

I created this online portfolio to end the year.