Janelly Torres

Portfolio

I am Janelly Torres and at the moment I am learning on how to animate in different programs. Ever sense I stared to take classes that involved digital art. I am planning to go to college and study graphic design. Right now with the programs that I know how to use I've started to make logos and businesses cards for starting companies or bands that I know. With this its helping me get a head start and get an idea of what type of job to look for.
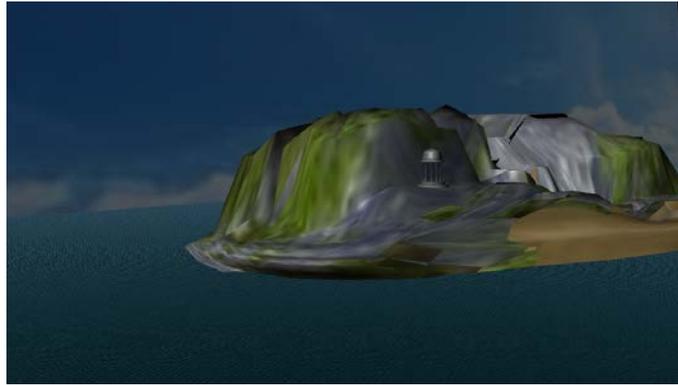
1.)Maya Modeling

I used maya and polygon primitive to with texture to create this temple. I had to duplicate and resize the objects to create the parts of the temple.

2.)Maya Environment
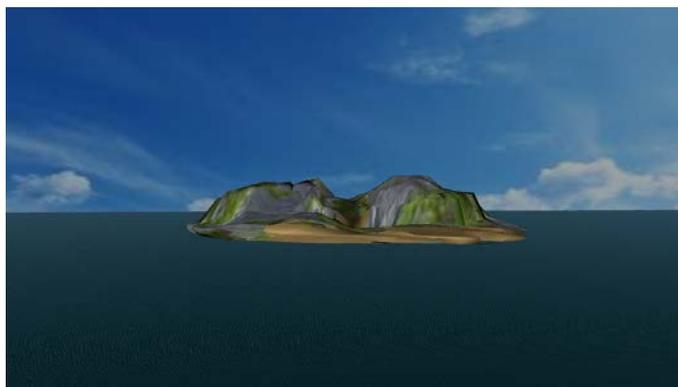
I had to use different types of shapes and use edit mode to create and edit the shape of the island, and used textures from the internet to give it a better look.

3.)Maya Composition

I composed my image by location all the objects in a appealing way, for my first animation background.

4.)Maya Character

I created this character by resizing shapes and using a skeleton to format it, then used textures to make it look interesting.
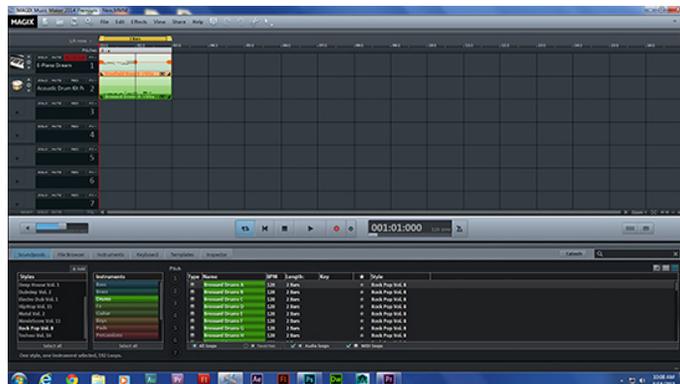
5.)Maya Animated Character

https://youtu.be/Zal1NVhCNqw

I used Maya's animation menu to create the movements that I made on the character I rendered the movements and caused every movement being made in an image, which later I use premier to create a gif.

6.)Magic Music Maker

https://youtu.be/U-7Os0DEF1E

I used Magic Music Maker to make music for any animation that I make.

7.)Animation in Environment One

I used Maya, premier, and magic music to crate this short animation. When I created the environment I used a basic shape to create the island, I did the same with the temple, and the rigged character. Using a few other tools, I used them to make the character be able to have movement, and on one of the polls in the temple.   https://youtu.be/nM3d1mQ9R8M
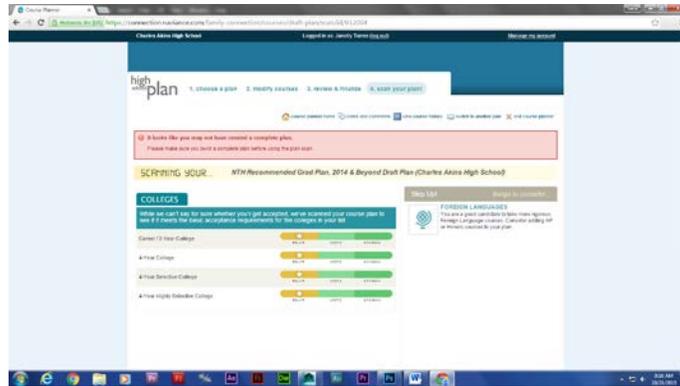
8.)Mudbox Human

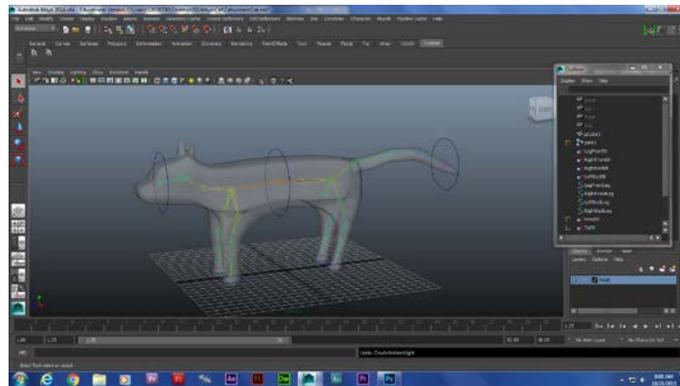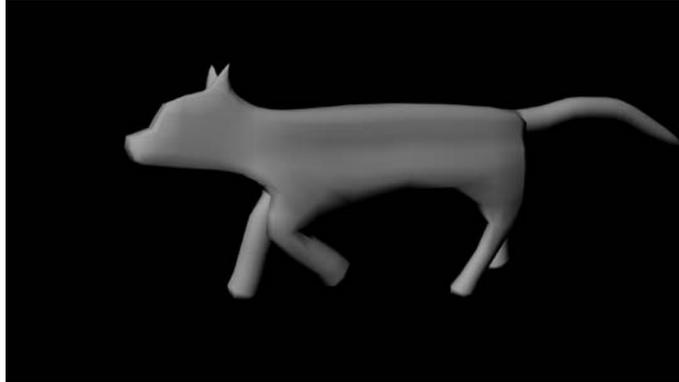I used MudBox to edit a human figure.

9.)Naviance

I chose my classses and made a record of them on naviance.
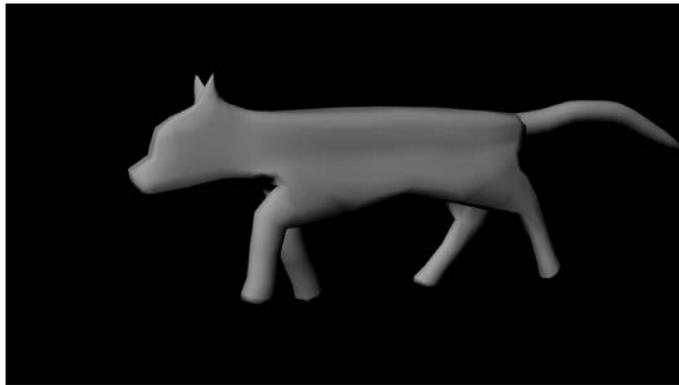
10.)Cat Modeling and Riging in Maya

I used maya to model the cats shape, from a polygon primitive, then later added the bones for I can animated its movements.

11.)Cat Still Walk

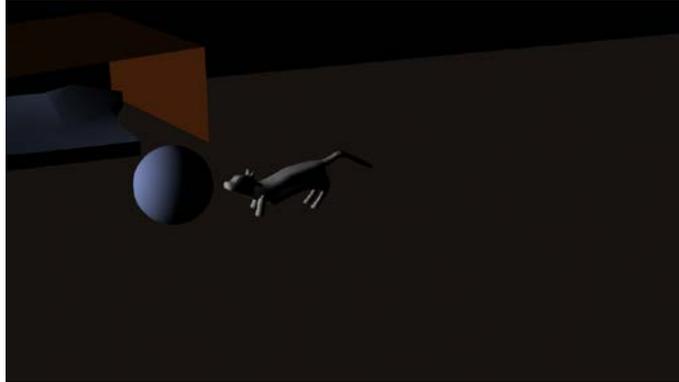Using Premier and Maya, it helped me create a short Gif of the cats movements.

12.)Cat Walk Video

https://youtu.be/DFBFbBVyQ7Y

After I was done creating the cats movements, I rendered it and added music to it in premier, then Exported and uploaded to YouTube.

13.) Cat Story

https://youtu.be/iY0vD2p1fts
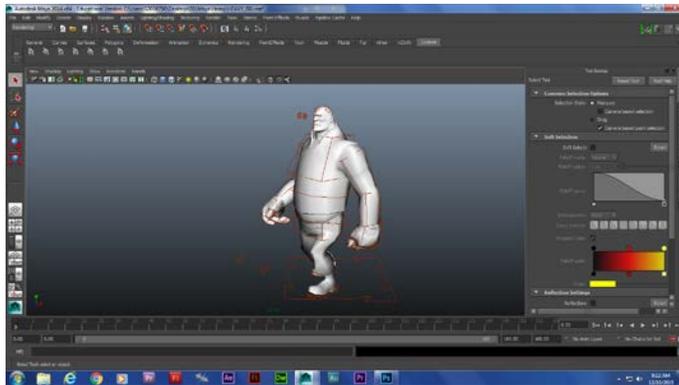
After smoothing the modeled cat I added bones to be able to control its movements, then I created a background and a few objects to create a story with it.

14.) Heavy walk animation

This is the video that I used, but I added a few things to the dance.

https://www.youtube.com/watch?v=10TUPkt2ez0

https://youtu.be/nJw1tAlRzvQ

I've been using a rigged character from a video game character to learn more about natural movement, and also watched a video to see how he walks naturally.

15.) Game Sketch

I've drawn this character, scanned, and colored it in flash to help a company by giving them ideas about video game characters.

16.) Heavy Song

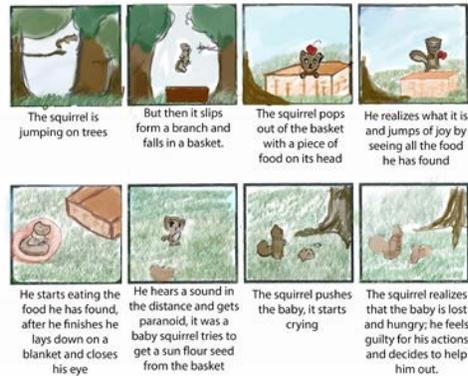I made this song for my heavy animation for background music.

17.)Demoreal

I've put together all my projects into one video.

18.) Script

I've wrote a scrip for my independent project.

19.) Story board

| The squirrel is jumping on trees | But then it slips form a branch and falls in a basket. | The squirrel pops out of the basket with a piece of food on its head | He realizes what it is and jumps of joy by seeing all the food he has found |
| He starts eating the food he has found, after he finishes he lays down on a blanket and closes his eye | He hears a sound in the distance and gets paranoid, it was a baby squirrel tries to get a sun flour seed from the basket | The squirrel pushes the baby, it starts crying | The squirrel realizes that the baby is lost and hungry; he feels guilty for his actions and decides to help him out |

I created a story board for I could have a visual image to plan how the animation would go.

20.) Indie character
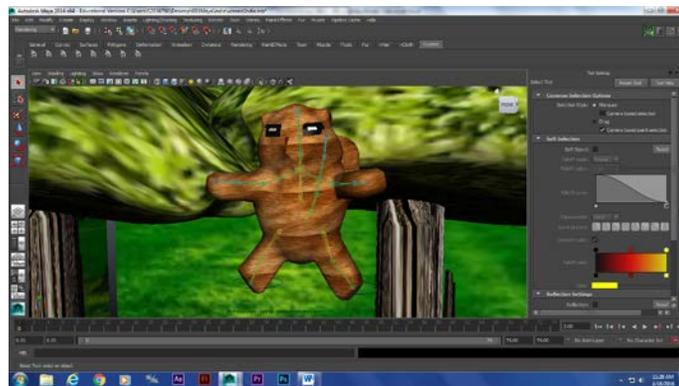
I've been using different types of polygon shapes to create the structure of the character. After that I would add a skeleton and rig him for he can be ready to animate.

21.) Indie background

I've been using different types of tools to create all the items in the background, also I've gotten images from google for the background and for the items.

22.) Indie project

https://youtu.be/3kP4crxlrm4

After rendering my animation I exported it to premiere and add sounds to it.
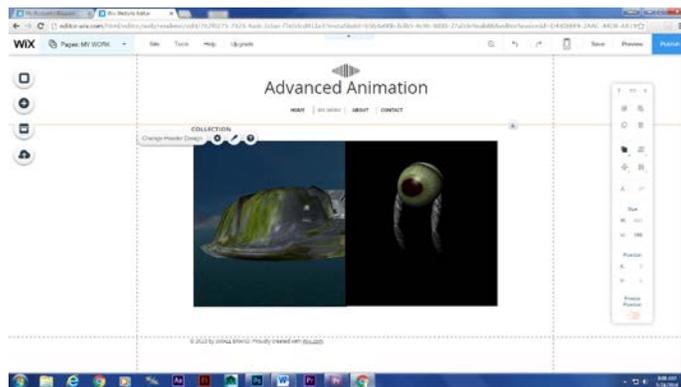
23.) Green Screen

https://youtu.be/Drc-qW8dL8U

I've created an animation by adding myself to one of my old animations that I've made.

24.) Web portfolio

http://janellytorres36224.wix.com/mysite

I've put together all my work and made it into a porfolio.