JORIE AMOS

3D Animator | Game Developer

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Horse Walk Cycle

Created in Maya (Responsible for Animation)

For this animation, I was tasked with creating a complete horse walk cycle within the span of one week. This project strengthened my skills in analyzing and studying real-life reference.

Horse Trot Cycle

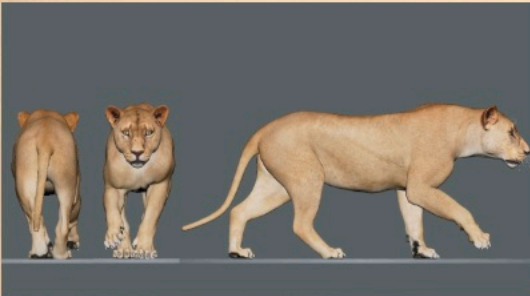*Created in Maya (Responsible For Animation)*

For this animation, I was tasked with creating the complete trot cycle of a horse in Maya, which I completed within one week. During this project, I found the value of maintaining consistent pacing.

Horse Gallop Cycle

Created in Maya (Responsible For Animation)

For this animation, I was tasked with creating a complete horse run cycle in Maya, which I completed within one week. This project showed me the importance of capturing energy.

Lion Walk Cycle

Created in Maya (Responsible For Animation)

For this animation, I was tasked with creating a complete lion walk cycle in Maya, which I completed within two weeks. This project enhanced my abillity to study animal anatomy.

Creature Feature

Created in Maya (Responsible For Animation, Lighting)

For this animation, I was tasked with making my lion move through space as it would in nature, which I completed in two weeks.

Arachnid Rodeo

Created in Maya (Responsible For Animation)

For this project, Arachnid Rodeo, I animated select scenes from the film over the span of ten weeks while working with a team of six. This project showed me how to collaborate effectively and work within an established visual style.