

Aditi Bhandari

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Character Animator - Shot Breakdown : Responsible for all animation

"Where were you?" Dialogue shot. Focus on body mechanics, character development and acting.

Software Used: Maya Model: Modified the generic Norman model and rig provided by the Academy of Art University.

"Nut" Dialogue shot. Focus on subtle mechanics, character development and acting.

Software Used: Maya Model: Modified the generic Norman model and rig provided by the Academy of Art University.

"Dog" A physical shot I animated of a stray dog and a man walking by. Focus on mechanics with character. *Software Used: Maya Model: Modified the generic Norman model and rig provided by the Academy of Art University and Modified the Wolf rig provided by Raf Anzovin.*

"Cat - test" Dialogue shot of a cat. A physical shot I animated, showing the mechanics and attitude of a cat. Animated with 30 hours.

Software Used: Maya

"Tigers" A physical shot I animated, showing the mechanics and attitude of 2 tigers.

Software Used : Maya Model: provided by T.R. Raja Gopal from www.highend3d.com

"Creature" A physical shot I animated showing the mechanics, weight and attitude of a creature.

Software Used: Maya Model: Tiny 1.2.0 rig provided by Chad Vernon.

"Cat" A physical shot I animated, showing the mechanics and attitude of a cat.

Software Used: Maya Model: Modified the Wolf rig provided by Raf Anzovin and modeled by Alon Winterstein.

"That's How We Are..." Dialogue shot with 1 character. Focus on acting, lip sync and character development. *Software Used: Maya Model: Modified the generic Norman model and rig provided by the Academy of Art University.*