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### **Creation of a completely animatable 3D fantasy character using Autodesk Maya:**

**September 2012, individual project, Bachelor's thesis**

I designed, modeled, uv mapped, textured, rigged, and skinned a 3D fantasy character in Autodesk Maya.

### **How to Dance:**

**August 2011, group project, motion capture**

I modeled the character and the stage, created the uv maps of all models, built a rig for the character, and skinned the character in Autodesk Maya.

### **Obsession:**

**August 2011, individual project, 3D animation**

I modeled, uv mapped, and textured character and props, rigged, skinned, and animated the character, created particle simulations for the fluids, smoke, and fire, and lighted the scene in Autodesk Maya. I rendered the scene with mental ray.

### **Geschichten aus Mullewapp:**

**September 2011, group project, 3D animation TV series**

I worked as an intern on the German TV series "Geschichten aus Mullewapp". I created some 3D props, uv mapped them, and prepared their material according to given guidelines in Autodesk 3ds Max.

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