

SHOT LIST

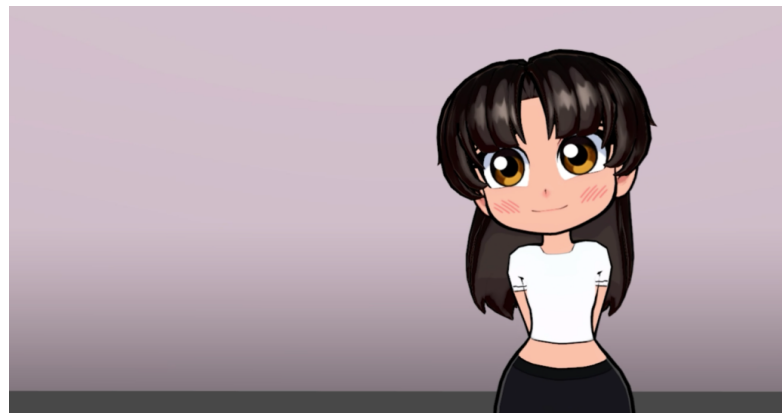


POWER SCENE

A personal work that was heavily inspired by the HBO series, Power. This dialogue scene contains a lot of actions and holds between these two characters. Their facial expressions were greatly emphasized, making them more engaging with one another.

REIMU REALITY CHECK

Another personal project that mixes anime and cartoon elements. It's also a practice run of handling 3D Anime without 2s. The 2D elements were the main focal point, such as Reimu's emotes and the hit effect with she gets hit with her own staff.



SONIC VS RAPHEAL

One of my favorite personal projects that requires rhythm and movement. Since Sonic is "the fastest thing alive", even a ninja, like Raphael can't keep up. I started with a rhythm beat first before jumping into the story beat and animation. Much like the Reimu project, there are 2D elements such as smears and impact frames to make the fight more energetic.



SPIDER-MAN MILES MORALES SWING

Another personal project that's also a mixture of 2D and 3D animation. It's also a homage to Spider-Man: Into the Spider-Verse and its Sequel; Across the Spider-Verse. In this shot, I heavily emphasized the physics of a pendulum swing and camera movement that follows Miles. Miles is his own Spider-Man, so I wanted to capture the image of him being himself.

