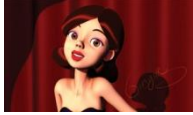
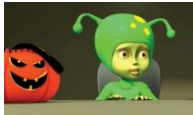


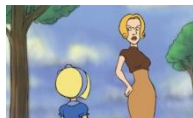
Demo reel Breakdown



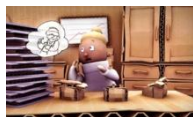
Pole Star: (February 2010) Personal project, I animated the scene and designed and modeled the character, I used Maya;



Got Something: (august 2009) Personal project, I animated the scene and designed and modeled the characters, I used Maya;



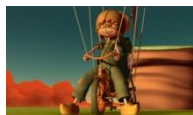
Missy: (September 2009) Personal project, I animated this scene in 2D, I used TVPaint;



Axion: (August 2007) Group project, I animated, designed and modeled the characters and made the 2D animations, I used Maya, Photoshop and TVpaint;



Rotegel: (December 2008) Personal project, I animated this scene in 2D, I used TVPaint;



Terp: (2008) Group project, I animated, designed, rigged and modeled the two boy characters , I used Maya;



Heineken: (Mei 2009) Group project, commissioned commercial, I animated some shots of the walking fridge, I used Maya, Created by the studio 'House of Secrets';



Klik! Animation festival leader: (August 2009) Group project, commissioned short, I animated the woman character, I used Maya, Created by the studio 'House of Secrets';



CSM apple syrup: (November 2004) Group project, commissioned commercial, I animated the caterpillar when he hits his head. I used Soft Image (used this program just ones), Created by the studio 'Condor post productions';



Bol.com: (2008/2009) Group projects, commissioned commercials, I animated this character for multiple commercials, I used Maya, Created by the studio 'House of Secrets';



Don Diablo: (September 2008) Group project, commissioned video clip, I animated the mask and the spiders, I helped with the texturing of the mask and I rigged the spiders, I used Maya and Photoshop, Created by the studio 'House of Secrets';



Peugeot: (February 2009) Group project, commissioned commercial, I animated the sunglasses, I used Maya, Created by the studio 'House of Secrets';



Dosijn: (Match 2009) Group project, commissioned commercial, I animated the tarot cards, I used maya, Created by the studio 'House of Secrets';



Clean-up: (June 2005) Personal project, I animated this scene in 2D, I used Mirage;



Watchmen: (December 2007) Personal project, I animated, designed, modeled and rigged the man, I used Maya and Photoshop;



The snail: (November 2007) Personal project, I animated, designed and modeled the snail and created the background, I used Maya and Photoshop;



The kite: (October 2007) Personal project, this is a mocap animation, I animated the rope in 2D, designed the girl and the backgrounds and modeled the girl, I used Maya and Photoshop;



Raven: (November 2006) Personal project, I designed and animated this animation, I used TVPaint;



Jilting me: (January 2009) Personal project, I animated this scene in 2D, I used TVPaint;