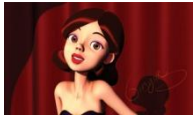


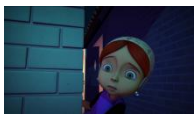
Demo reel Breakdown 2011, Nanda van Dijk



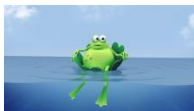
Liar: (April 2011) Personal project, I animated the characters, modeled the surrounding, lighting and Rendering, I used the free rig Morpheus for all the the characters, I used Maya;



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



Bekolt: (September 2010) Graduation project, I animated the scene and designed and modeled the characters, I used Maya;



Afkikker: (December 2010) Group project, commissioned commercial, I animated the characters, I modeled and rigged the frog, I used Maya;



Guilty: (May 2010) Personal project, I animated this scene in 2D, I used TVPaint;



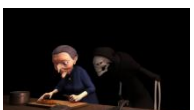
android banner: (Match 2011) Group project, commissioned banner, I animated modeled and rigged the android characters, I used Maya;



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



Media Monks reel 2011 intro: (June 2011) Group project, I animated and rigged the monk character and modeled the tempel , I used Maya;



The Grimm Reaper: (Oktober 2010) Personal Project, I animated both the characters, I used Maya;