

Hannah Wedemeyer

Character Animator

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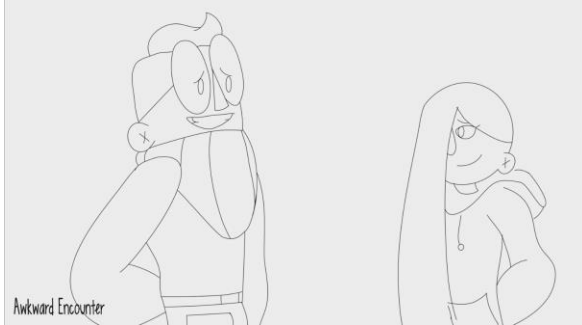
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2D Work Breakdown

2D Demo Reel:

Segment 1: “Awkward Encounter” Character Acting Piece

I animated the characters Armon and Elyssa in Toonboom Harmony by hand. (Harmony 2016)



Segment 2: “The Outdoor Movie” Dialogue and Character Acting Pieces

Using character rigs of Armon and Elyssa, I animated the sequential 3 shots using Toonboom Harmony. (Harmony 2017).

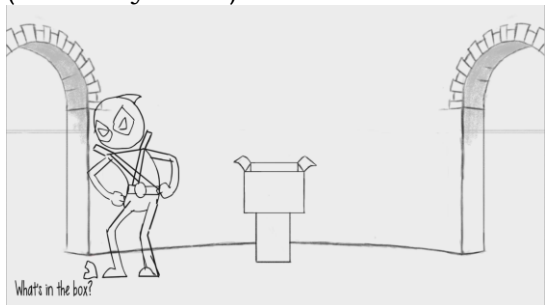


Segment 3: “What’s in the Box?” Character Acting Piece

I animated the self-designed Deadpool character by hand using Toonboom Harmony.

Background provided by Jef Jackson

(Harmony 2016)



Graphic Mobile Ads

Ad 1: “Galaxy Casino” Mobile Casino Game

I created all the assets for the ad using Adobe Photoshop. I also animated all the assets using Adobe After Effects. I used Adobe After Effects again to composite the ad together.

Coin asset provided by ClipArt

(Adobe 2017)



Ad 2: “Punch-Em Bots” Mobile Game

I created all the assets for the ad using Adobe Photoshop. I also animated all the assets using Adobe After Effects. I used Adobe After Effects again to composite the ad together. (Adobe 2017)

