

AARON JOSPEH BAUMAN

Animation Reel – Breakdown List

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Journey

Responsible for the execution of all 3D modeling, texturing, lighting, compositing, and animation. This shot is a part of my thesis project for *Animation Senior Thesis*.

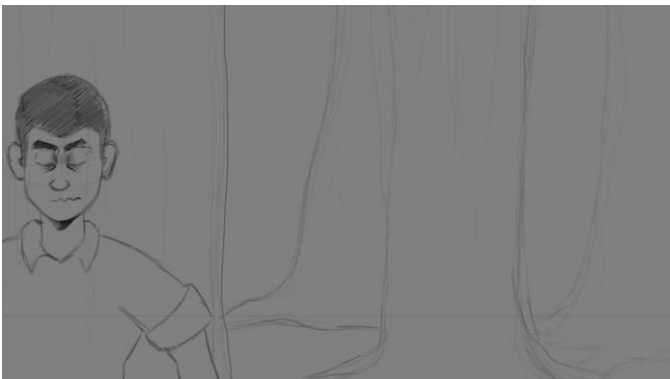
Software used: 3DS Max, Zbrush, After Effects



Journey

Responsible for the execution of all 3D modeling, typology, and character rigging. This is a turnaround of *Arthur* from my thesis project *Journey*.

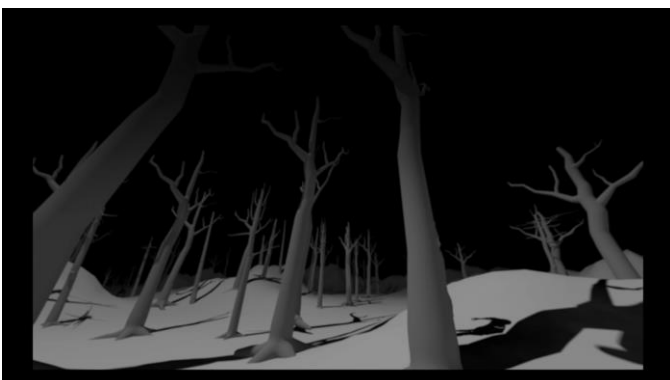
Software used: 3DS Max, Zbrush, After Effects



Animatic - Journey

Responsible for the creation of storyboards. This is a shot from the *animatic* of my thesis project for Animation Senior Thesis.

Software used: Photoshop and After Effects



Journey

Responsible for the execution of all 3D modeling, texturing, lighting, compositing, and animation. This shot is a part of my thesis project for *Animation Senior Thesis*.

Software used: 3DS Max, Zbrush, After Effects

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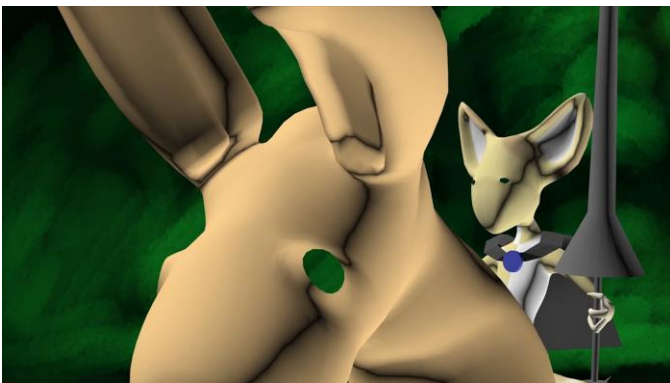
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Animatic - Journey

Responsible for the creation of storyboards. This is a shot from the *animatic* of my thesis project for Animation Senior Thesis.

Software used: Photoshop and After Effects



The Joust

Responsible for the execution of all 3D modeling, texturing, lighting, compositing, and animation. This shot is a part of my independent project for the *Maryland Film Festival*.

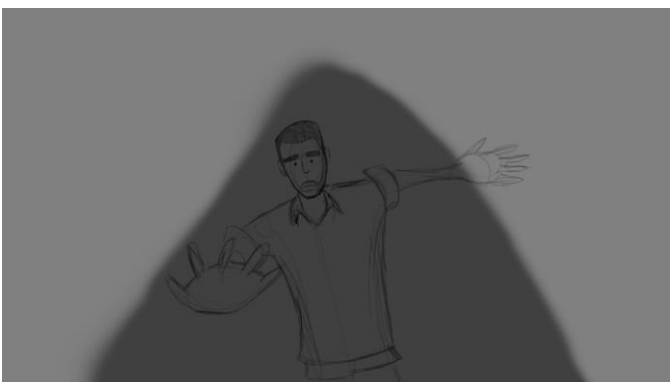
Software used: 3DS Max, Zbrush, After Effects, and Photoshop



Journey

Responsible for the execution of all 3D modeling, texturing, lighting, compositing, and animation. This shot is a part of my thesis project for *Animation Senior Thesis*.

Software used: 3DS Max, Zbrush, After Effects



Animatic - Journey

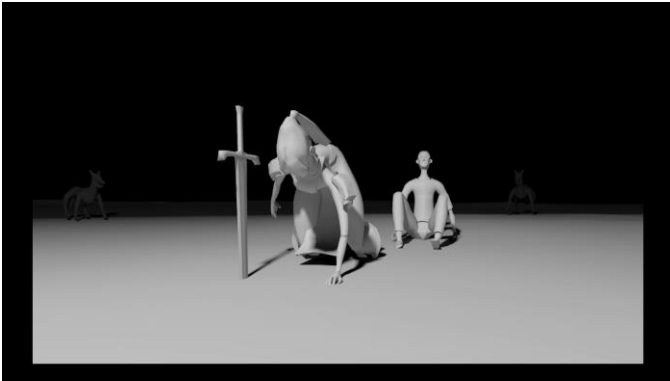
Responsible for the creation of storyboards. This is a shot from the *animatic* of my thesis project for Animation Senior Thesis.

Software used: Photoshop and After Effects

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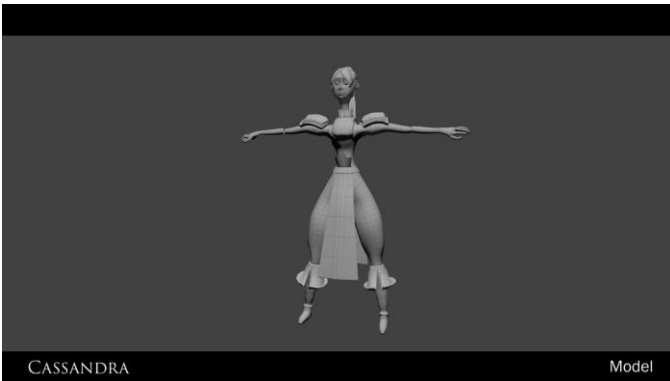
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Journey

Responsible for the execution of all 3D modeling, texturing, lighting, compositing, and animation. This shot is a part of my thesis project for *Animation Senior Thesis*.

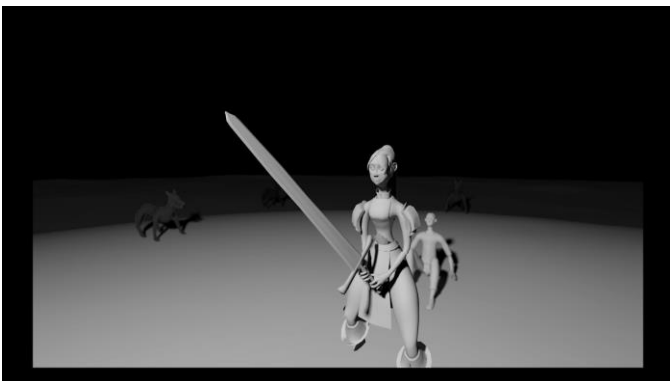
Software used: 3DS Max, Zbrush, After Effects



Journey

Responsible for the execution of all 3D modeling, typology, and character rigging. This is a turnaround of *Cassandra* from my thesis project *Journey*.

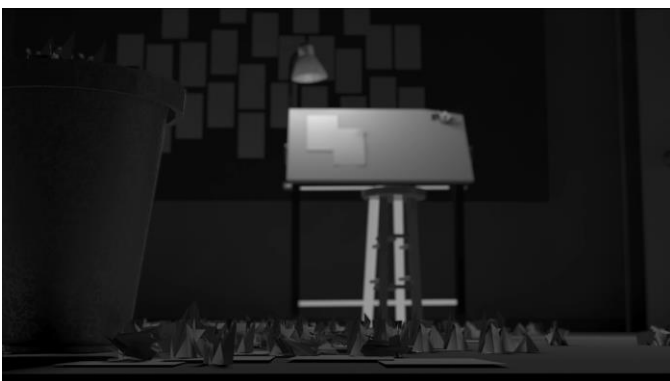
Software used: 3DS Max, Zbrush, After Effects



Journey

Responsible for the execution of all 3D modeling, texturing, lighting, compositing, and animation. This shot is a part of my thesis project for *Animation Senior Thesis*.

Software used: 3DS Max, Zbrush, After Effects



Studio – Test Scene

Responsible for the execution of all 3D modeling, texturing, lighting, compositing, and cinematography. This shot was a part of my thesis project for *Animation Senior Thesis*; it served as a preliminary test to visualize an interior scene.

Software used: 3DS Max, and After Effects

AARON JOSEPH BAUMAN

Animation Reel – Breakdown List

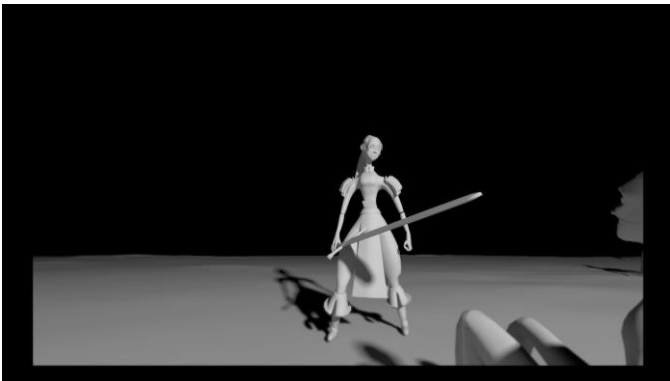
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Trapped, Hungry, and Sleepy

Responsible for the execution of all hand-drawn frames for the animation. This shot is a part of my advanced 2D-Animation final.

Hand-drawn Animation



Journey

Responsible for the execution of all 3D modeling, texturing, lighting, compositing, and animation. This shot is a part of my thesis project for *Animation Senior Thesis*.

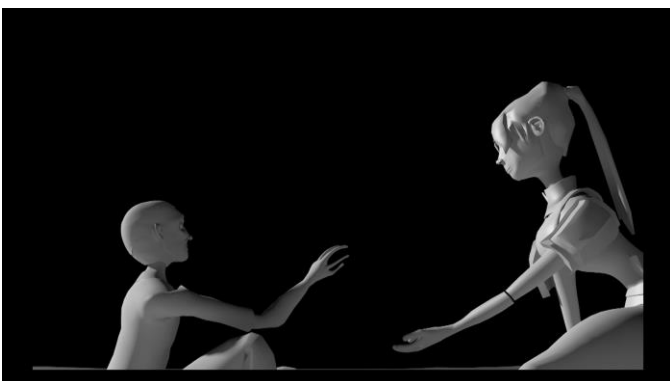
Software used: 3DS Max, Zbrush, After Effects



Animatic - Journey

Responsible for the creation of storyboards. This is a shot from the *animatic* of my thesis project for Animation Senior Thesis.

Software used: Photoshop and After Effects



Journey

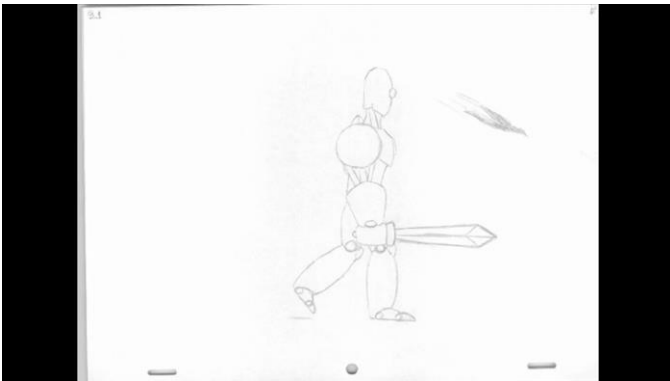
Responsible for the execution of all 3D modeling, texturing, lighting, compositing, and animation. This shot is a part of my thesis project for *Animation Senior Thesis*.

Software used: 3DS Max, Zbrush, After Effects

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Animation Reel – Breakdown List

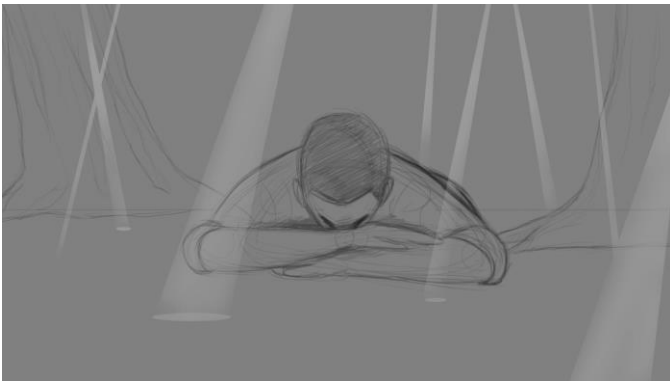
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The Last Warrior

Responsible for the execution of all hand-drawn frames for the animation. This shot is a part of my advanced 2D-Animation final.

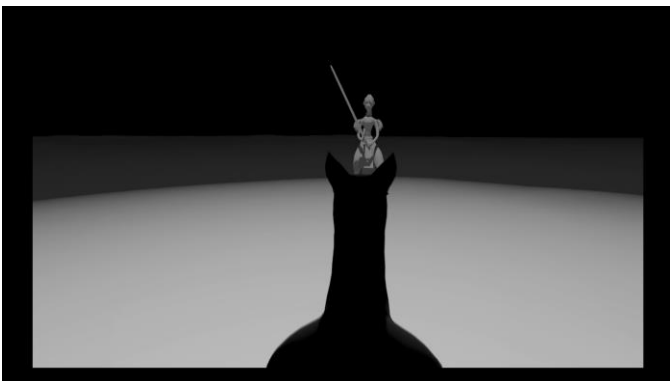
Hand-drawn Animation



Animatic - Journey

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Software used: Photoshop and After Effects



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