

Josh Taub

3D Animation

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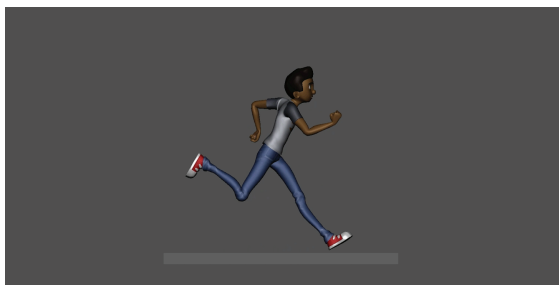
Demo Reel Shot Sheet



Grab and Go

Responsible for animation
Animation exercise in which a character reacts to something which they encounter

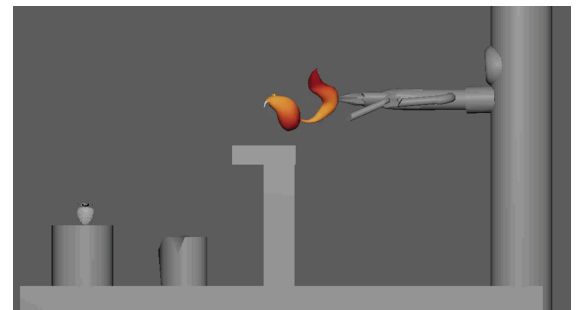
[Autodesk Maya](#)



Run!

Responsible for animation
Practice run cycle for character

[Autodesk Maya](#)



Squirrel Ball

Responsible for animation, also modeled the tree/branch
Applying some of the principals of animation with a squirrel-like tailed character

[Autodesk Maya](#)



Look Both Ways

Responsible for animation
Expressing emotion through a head-turn

[Autodesk Maya](#)



Spooky Walk

Responsible for everything in piece
A 2D walk cycle with multiple layers of scrolling background, set in a spooky Halloween-inspired locale

[Adobe After Effects](#), [Adobe Photoshop](#)



Ready to Fight

Responsible for animation
An animation to express character in the style of a fighting game

[Autodesk Maya](#)



Pick and Place

Responsible for animation
Constraining an object to the character's hand to have the character move an object in a scene

[Autodesk Maya](#)



Detective Pikachu

Responsible for modeling, rigging, and animation

A scene animated to audio from a movie, I modeled, rigged, and animated both of the characters based on the movie scene

[Autodesk Maya](#)