GINA BERNARDINI

CHARACTER ANIMATOR

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DEMO REEL HERE

SHOT BREAKDOWN
(In Order of Appearance)

"Judy- Sneak" - 0:07 3D Animation   2021
• Software: Autodesk Maya
• Tasks: Animation
• Credits: Rig - Mahmoud Youssef via CGTrader, Character Design - *Disney*

"Rubberband" - 0:05 Stop-Motion Animation   2021
• Software: Dragonframe
• Tasks: Animation

"Woody- Walk Cycle" - 0:02 3D Animation Loop   2021
• Software: Autodesk Maya
• Tasks: Animation
• Credits: Rig - Rodrigo Lopez , Model - Sofia Gariazzo, Character Design - *Pixar*

"Judy- Jump and Run" - 0:02 3D Animation   2020
• Software: Autodesk Maya
• Tasks: Animation
• Credits: Rig - Mahmoud Youssef via CGTrader, Character Design - *Disney*

"Rooted" - 2:33 2D Animation   2020
• Software: Toon Boom Harmony, Procreate
• Tasks: Writer, Director, Animation, Character Design, Character Puppet Rigging, Backgrounds

Rooted tells the story of a girl's journey to discover the life she's always hoped for- finding a place to extend her roots surrounded by her closest photosynthetic family.

"Beetle- Dialogue" - 0:17 3D Animation   2020
• Software: Autodesk Maya, Substance Painter
• Tasks: Animation, Character Design, Character Modeling, Texturing, Rigging
• Credits: Audio - *Coraline* (2009)

This project was the first time I have ever animated dialogue in 3D, so I used this project as an opportunity to learn blend shapes in Maya and practice animating action to a vocal performance.

"Lief- Run Cycle" - 0:01 3D Animation Loop   2020
• Software: Autodesk Maya, Substance Painter
• Tasks: Animation, Character Design, Character Modeling, Texturing, Rigging

"What Does This Button Do?" - 0:10 Stop-Motion Animation   2020
• Software: Dragonframe
• Tasks: Animation

"Claymation Hand" - 0:03 Stop-Motion Animation   2020
• Software: Dragonframe
• Tasks: Animation, Sculpting