

# Rowan Kal 3D CHARACTER ANIMATOR

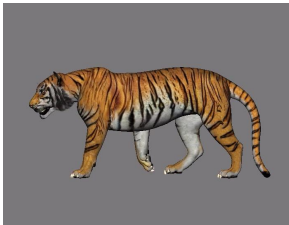
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## “Grief”

Responsible for animation in Autodesk Maya

- Exercise in facial subtlety through restrained emotion



## “Tiger Walk Cycle”

Responsible for animation in Autodesk Maya

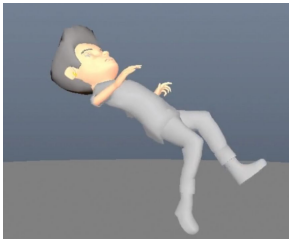
- Exercise in quadruped body mechanics



## “People Like Me”

Responsible for animation in Autodesk Maya

- Exercise in acting while interacting with objects



## “Death Gameplay”

Responsible for animation in Autodesk Maya

- Death gameplay animation cycle
- Danny Rig, Copyright T’SarE! Games



## “Parenting”

Responsible for animation in Autodesk Maya

- Exercise in advanced body mechanics