

A 2D and 3D animated film. 2016.

<https://vimeo.com/168546802>

My role:

Writer, director, producer, concept artist, animator, score composer, modeler, texture artist, lighter, compositor

Story:

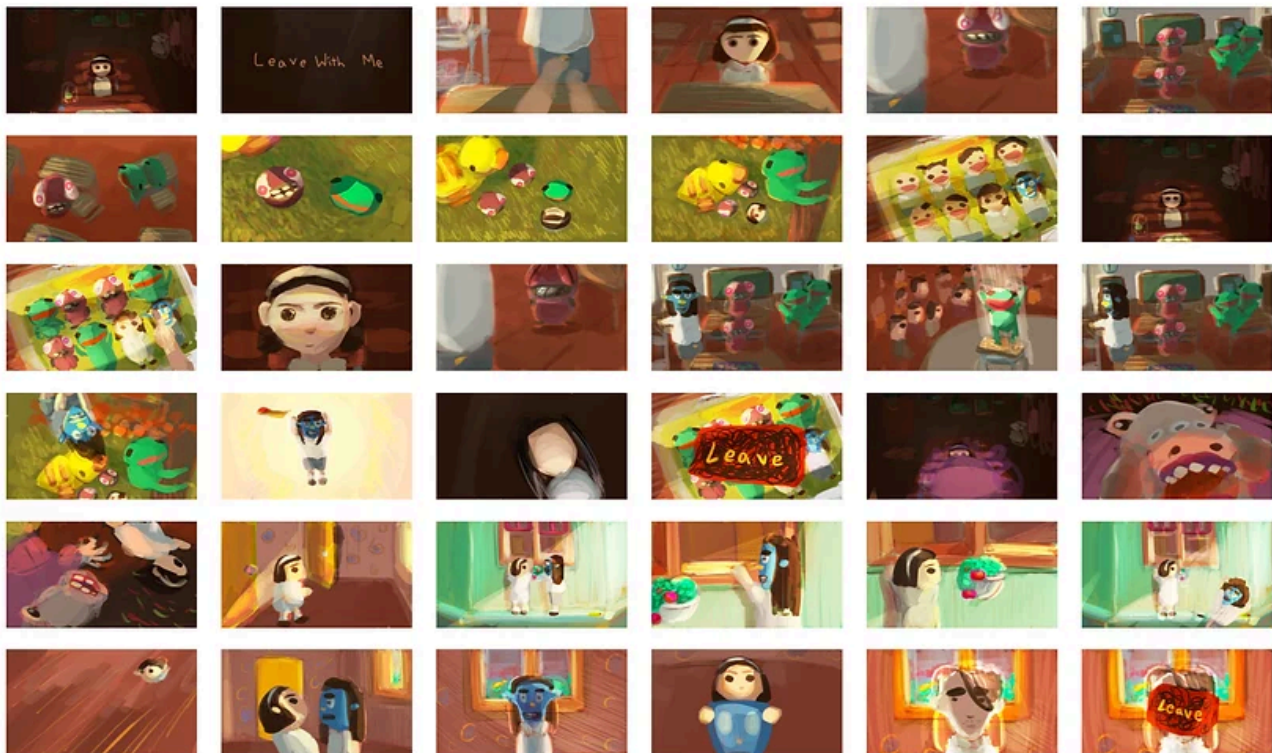
Leave with Me is an animation about a little schoolgirl whose imagination has taken over her world. Mocked by her classmates and belittled by her teachers, her world becomes twisted and the people in it turn into alien beings. Something is amiss in her surroundings however, and she must find it and confront it.

Software:

Maya, Renderman RIS, Toonboom Harmony, Photoshop, After Effects

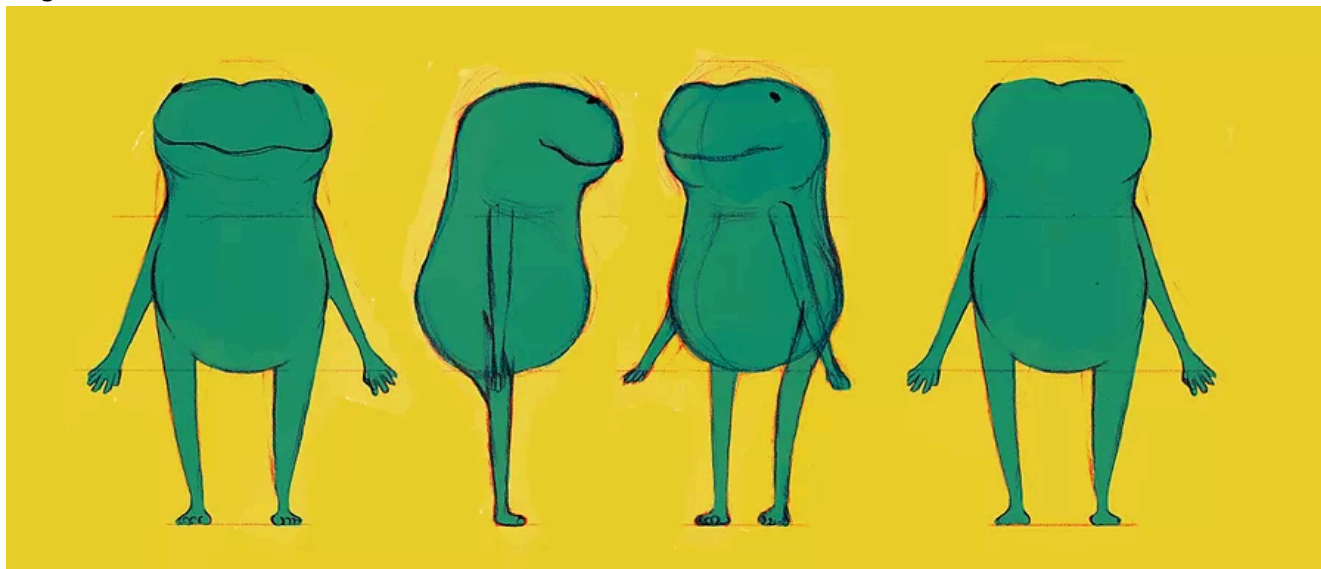
Animatic of Leave with Me: <https://youtu.be/Ykc2Sxrjp74>

Color Key:



Leave With Me Color Key v1.0

Frog Character Sheet:



Teacher Character Sheet:



Monster Character Sheet:



Modeling:

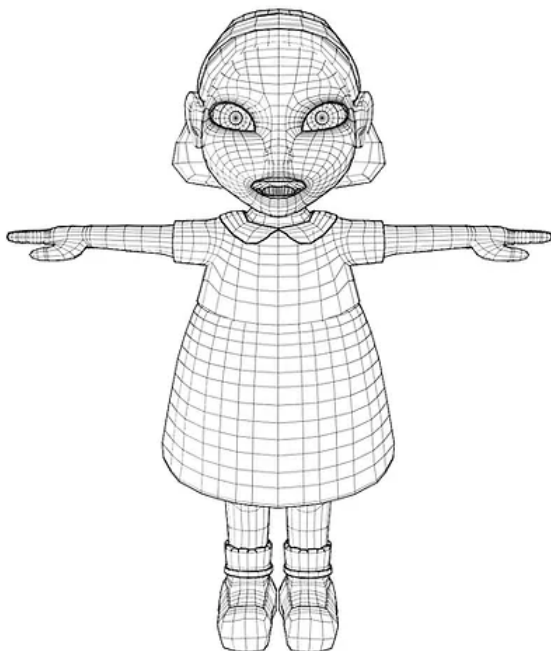
Responsible for all except characters' bodies. Daniel Munoz-Vidal modeled the bodies. Then I combined them with the heads I modelled, made some final tweaks and smooth out the edge loops.

Shading:

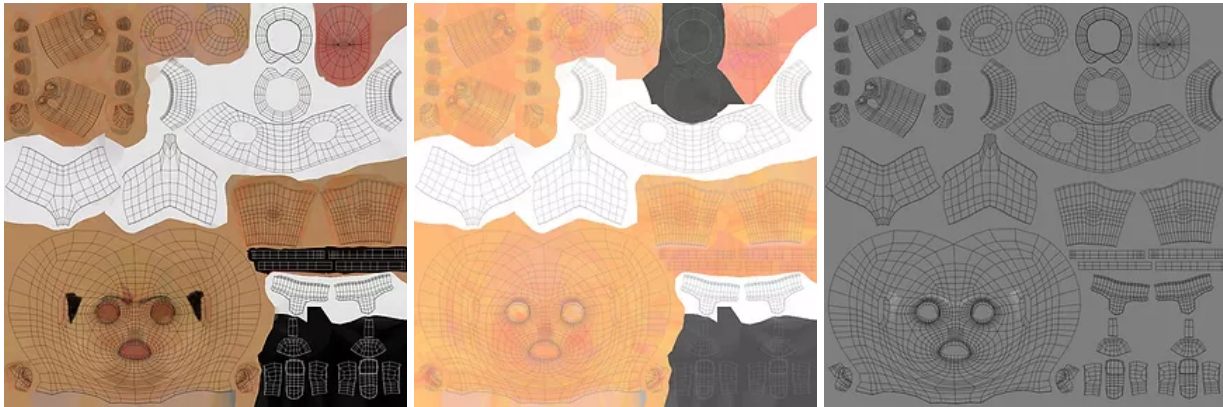
To make the 3D models look hand-crafted, I painted the texture with actual acrylic on paper and scanned it. Since the models are not hi-poly, tiny details like buttons or carving on hair are all done by displacement map.

Software:

Maya, Renderman RIS, Photoshop



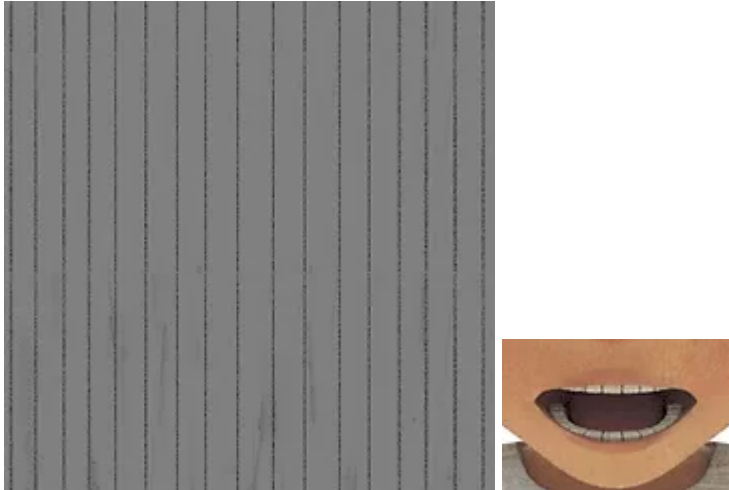
Epidermes, Subdermes and Displacement map of the girl's skin:



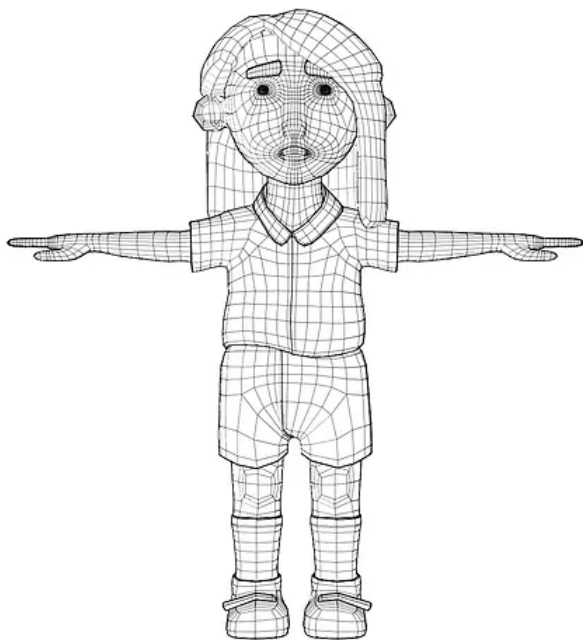
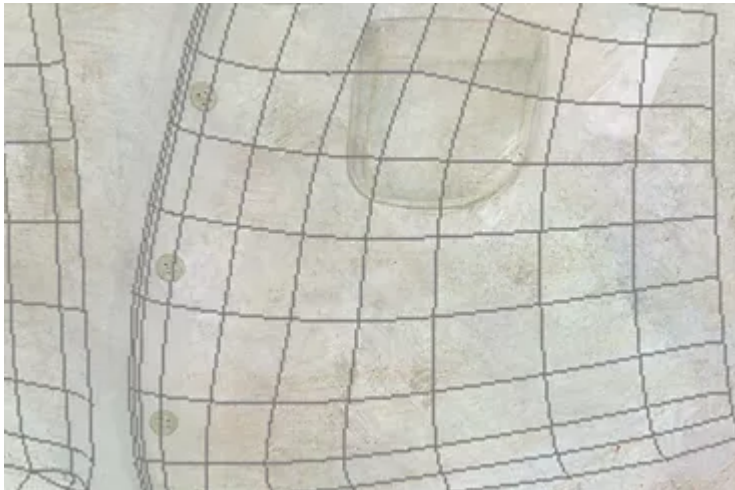
Cloth texture painted in acrylic:



Displacement map of her teeth:



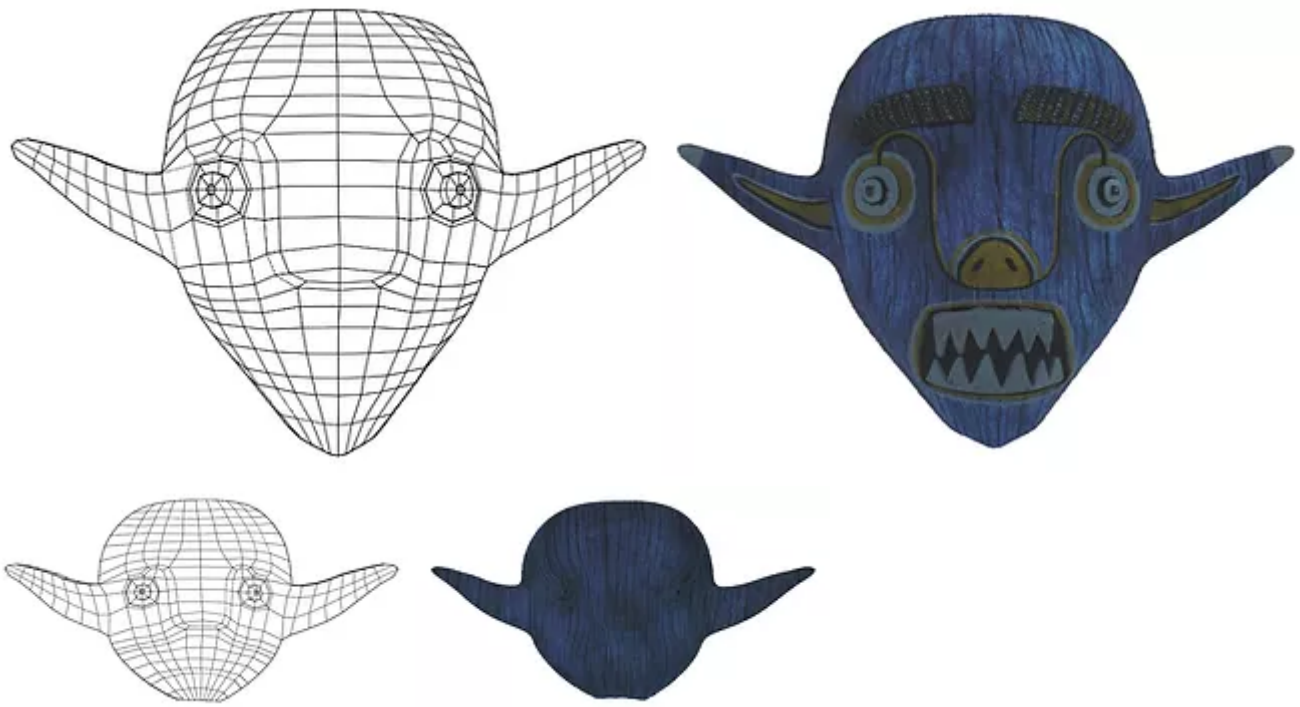
Color map of boy's shirt. Buttons and pockets are painted on:







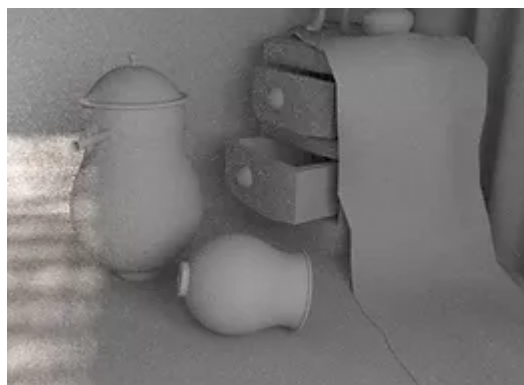
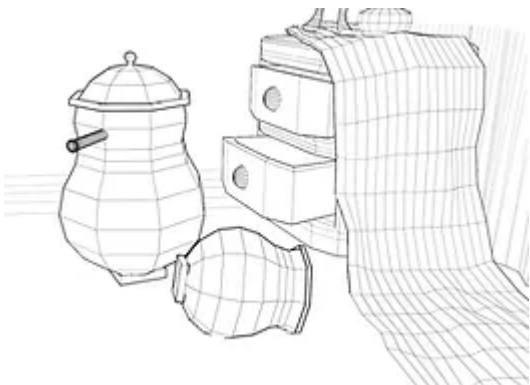
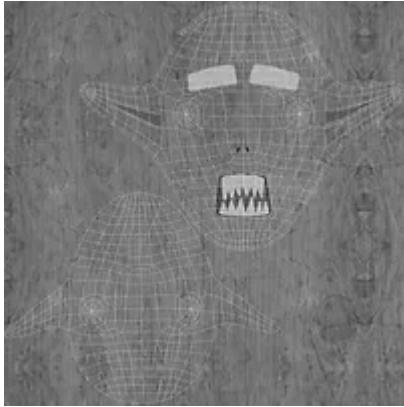
Mask Rigging: <https://youtu.be/34oM1tbuRWI>

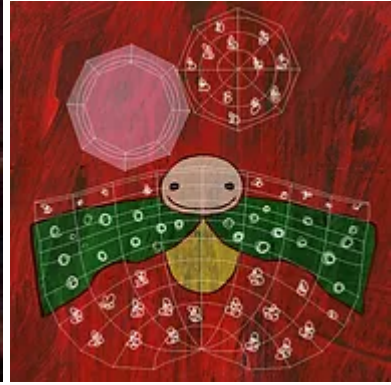


Color Map:



Displacement Map:







Sunlight shining through windows and masked planes as trees:

