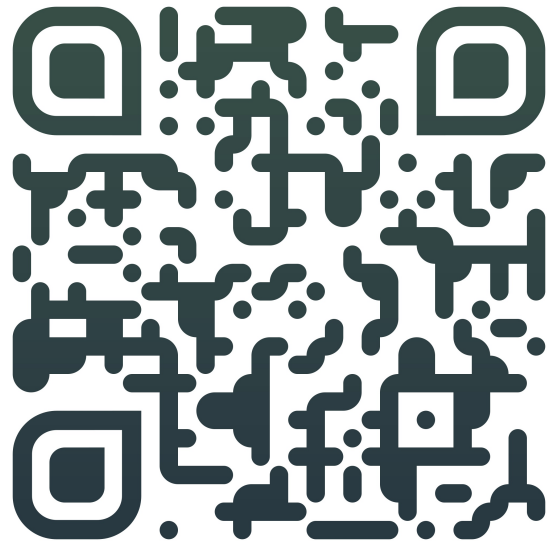


Cherry Hau
3D Animation 2023



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 q.CherryHau@gmail.com

Hello,

I make animations, which can be found over on my vimeo channel.

Here are some snippets from my latest project; please enjoy the pretty pictures.

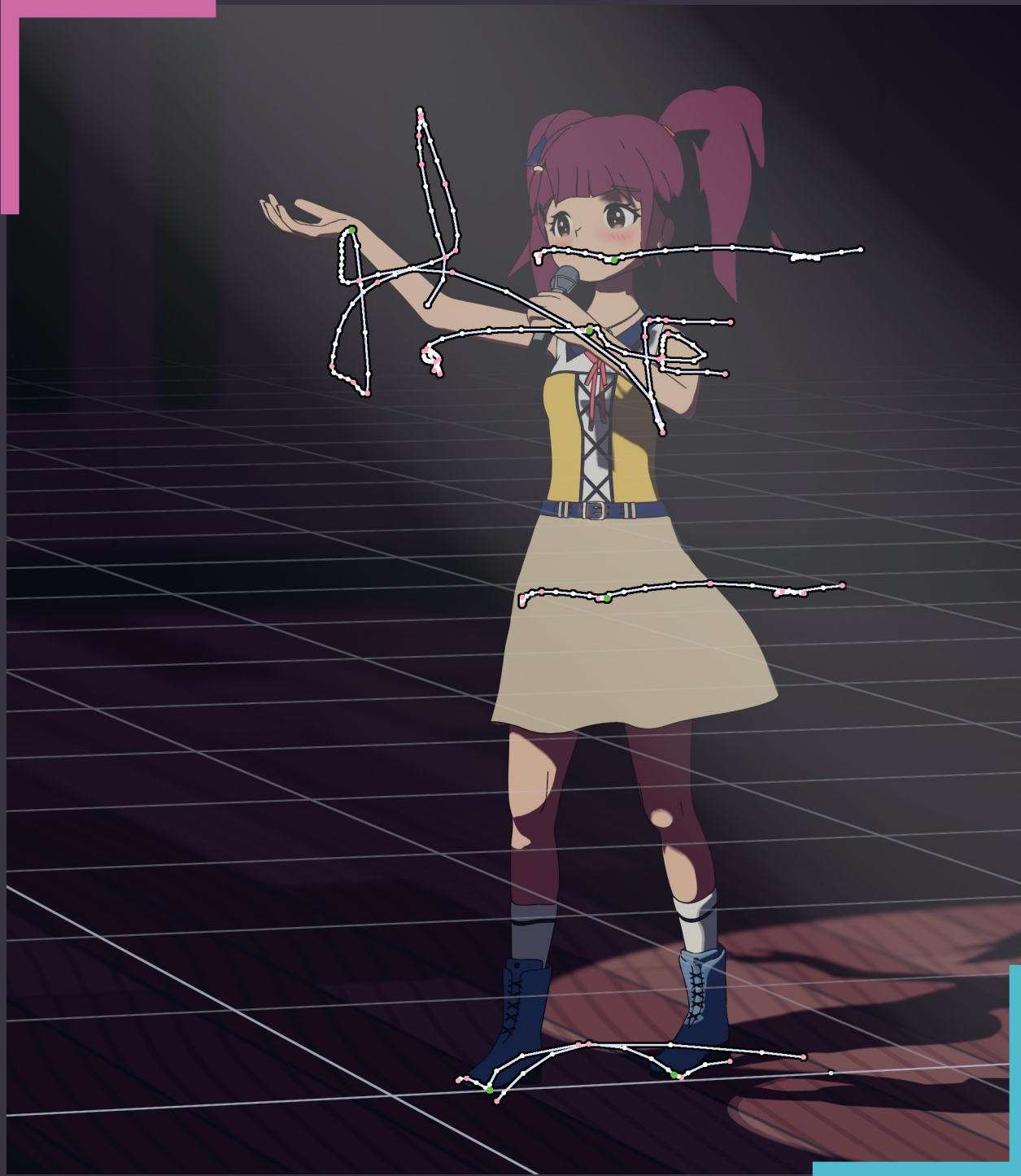
Cherry Hau - Portfolio

3D Animation 2023



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Introduction

Trying to find a style is a strange task. Exploring a niche to find something that sticks takes many unseen iterations of development in ideas and supporting technology.

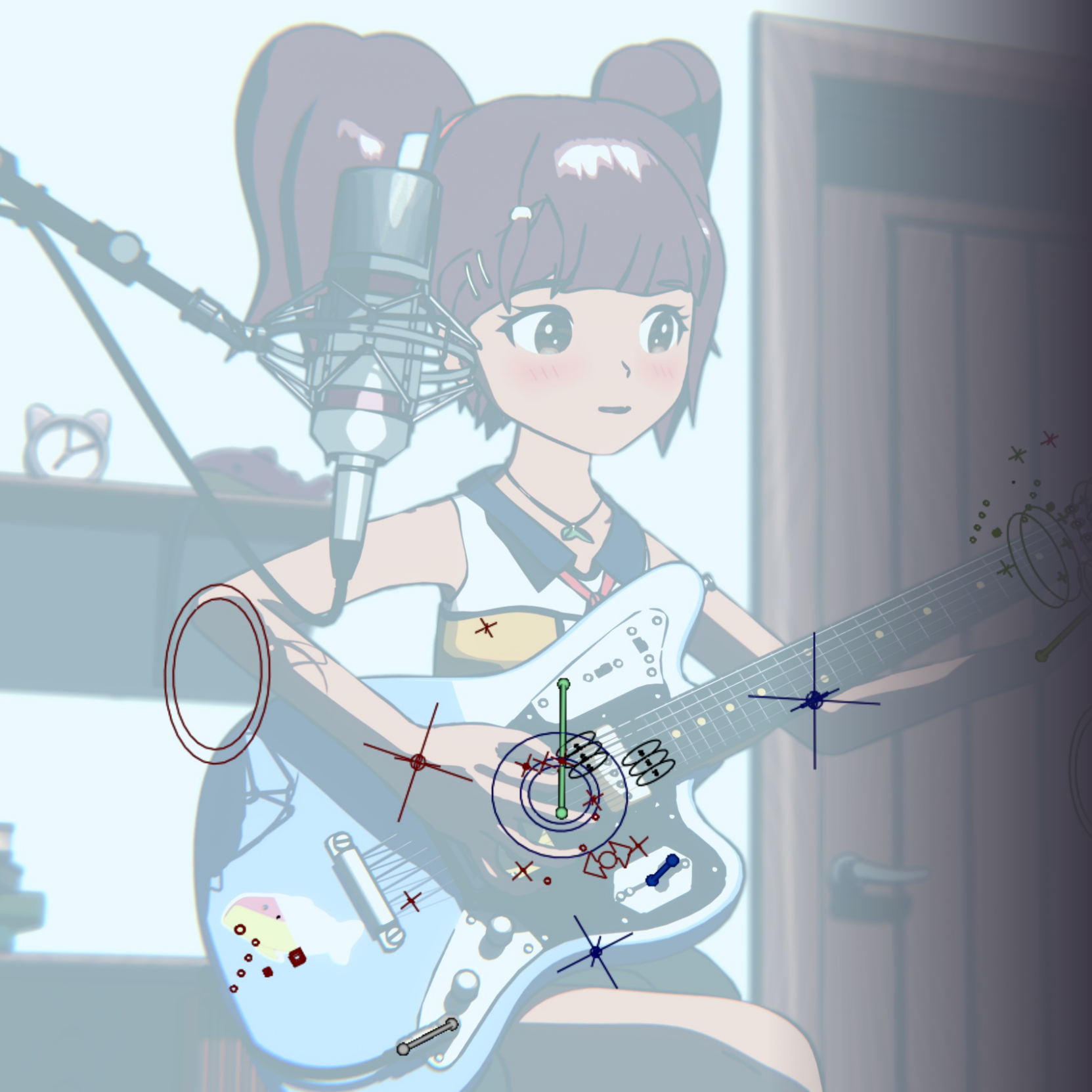
Here are snippets of my latest projects after more than 3 years into NPR, a journey which is still developing. Please enjoy, and look forward to further progress.



Music Animation

Animating instruments playing accurately to music



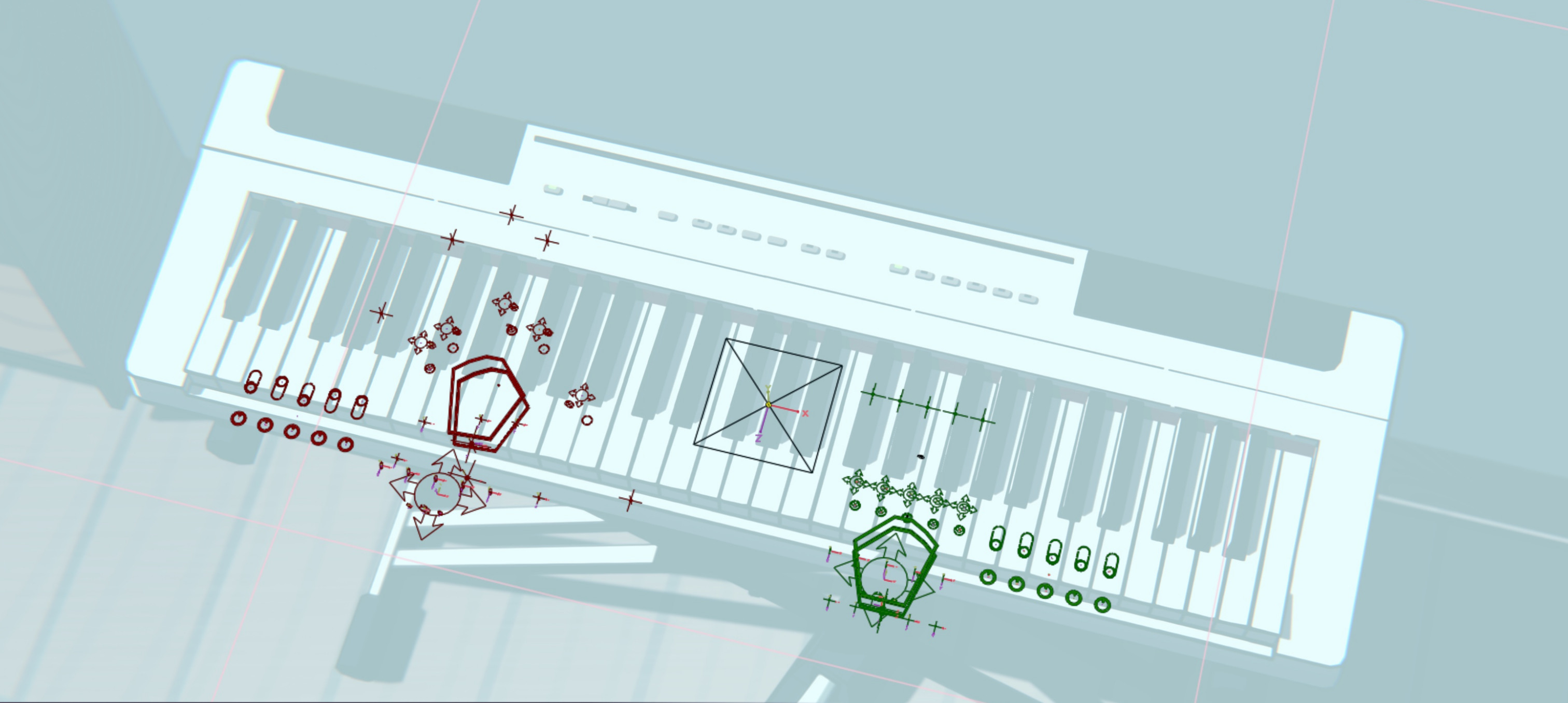


Instrument Rigs

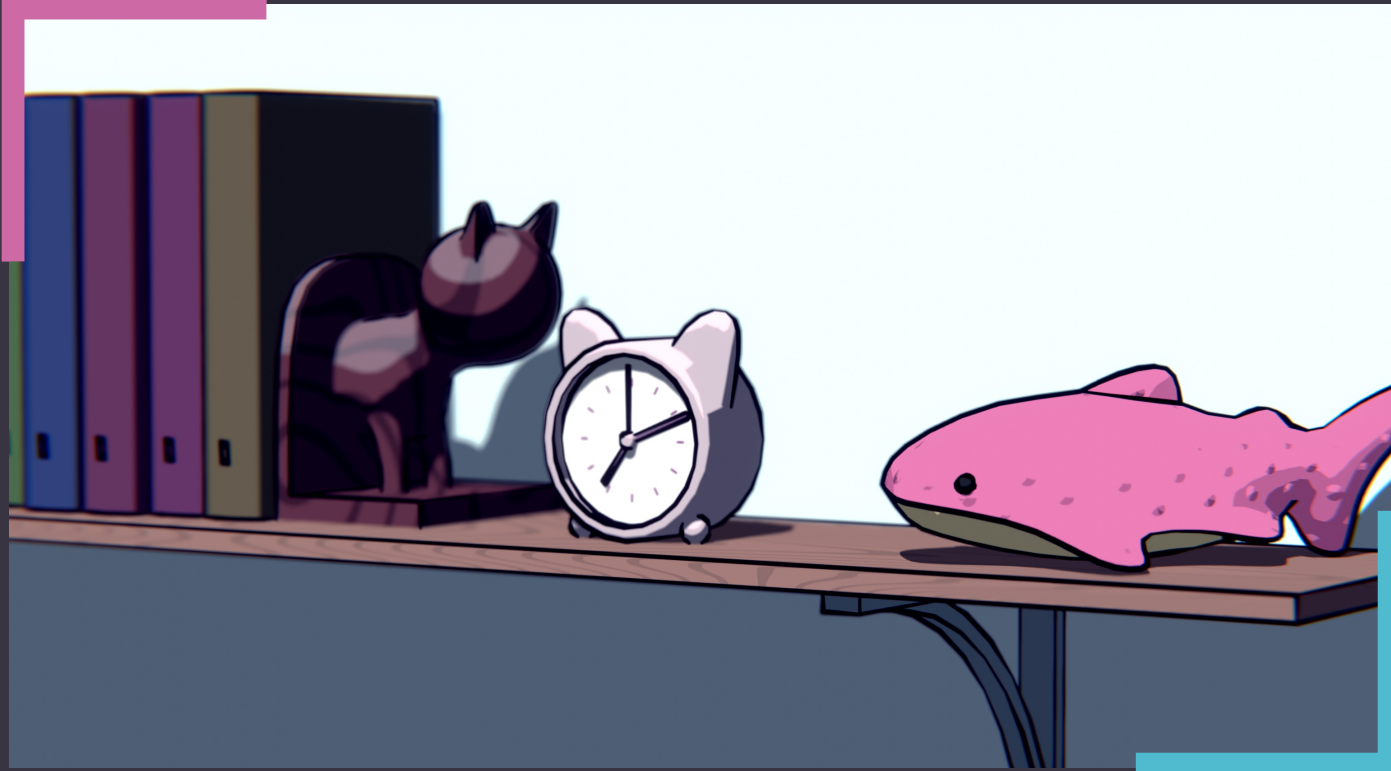
I developed custom rigs to help interface between the character and instrument during animation.

This gives much more control for specific movements during animation, whilst making animation more intuitive.





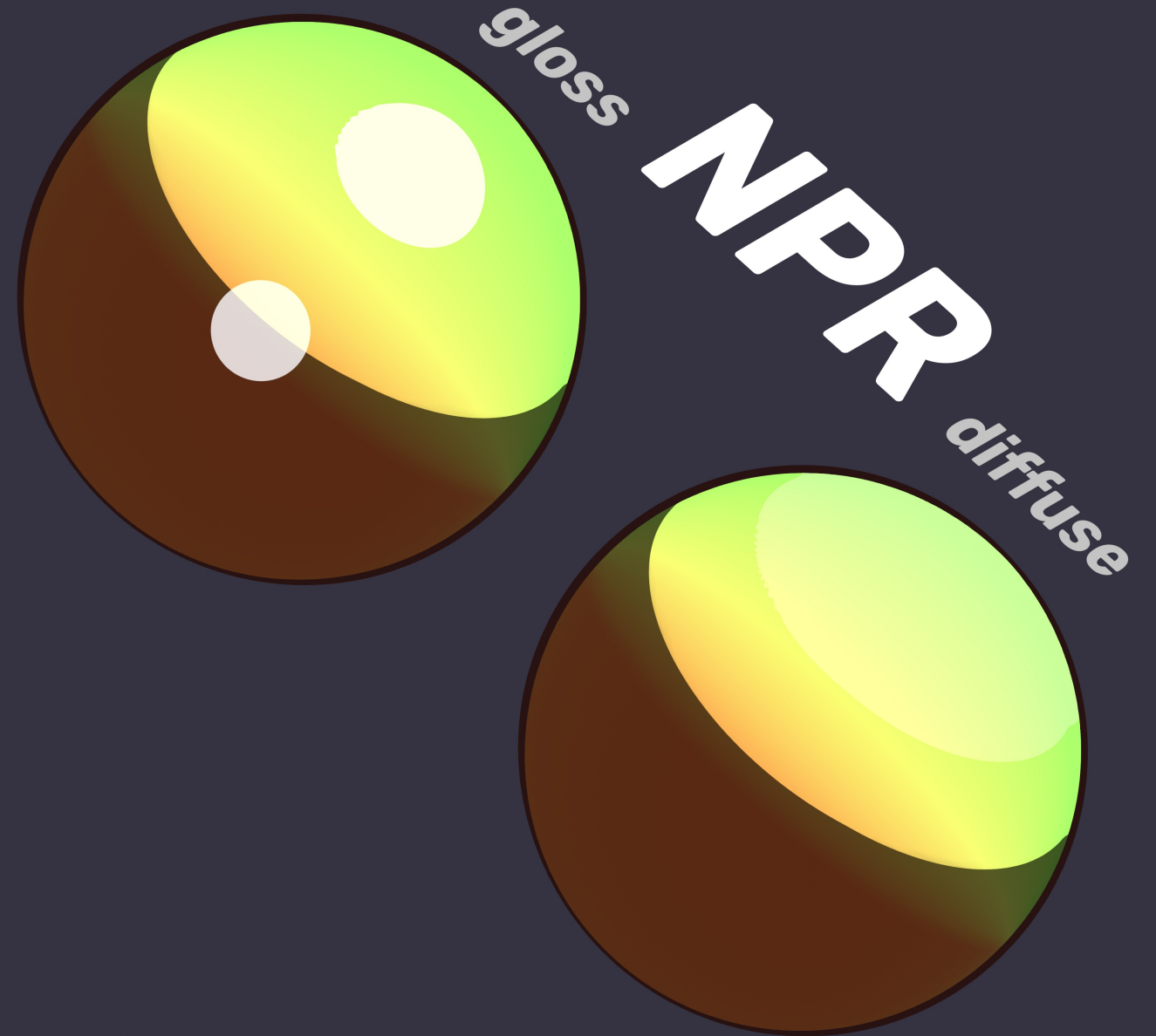
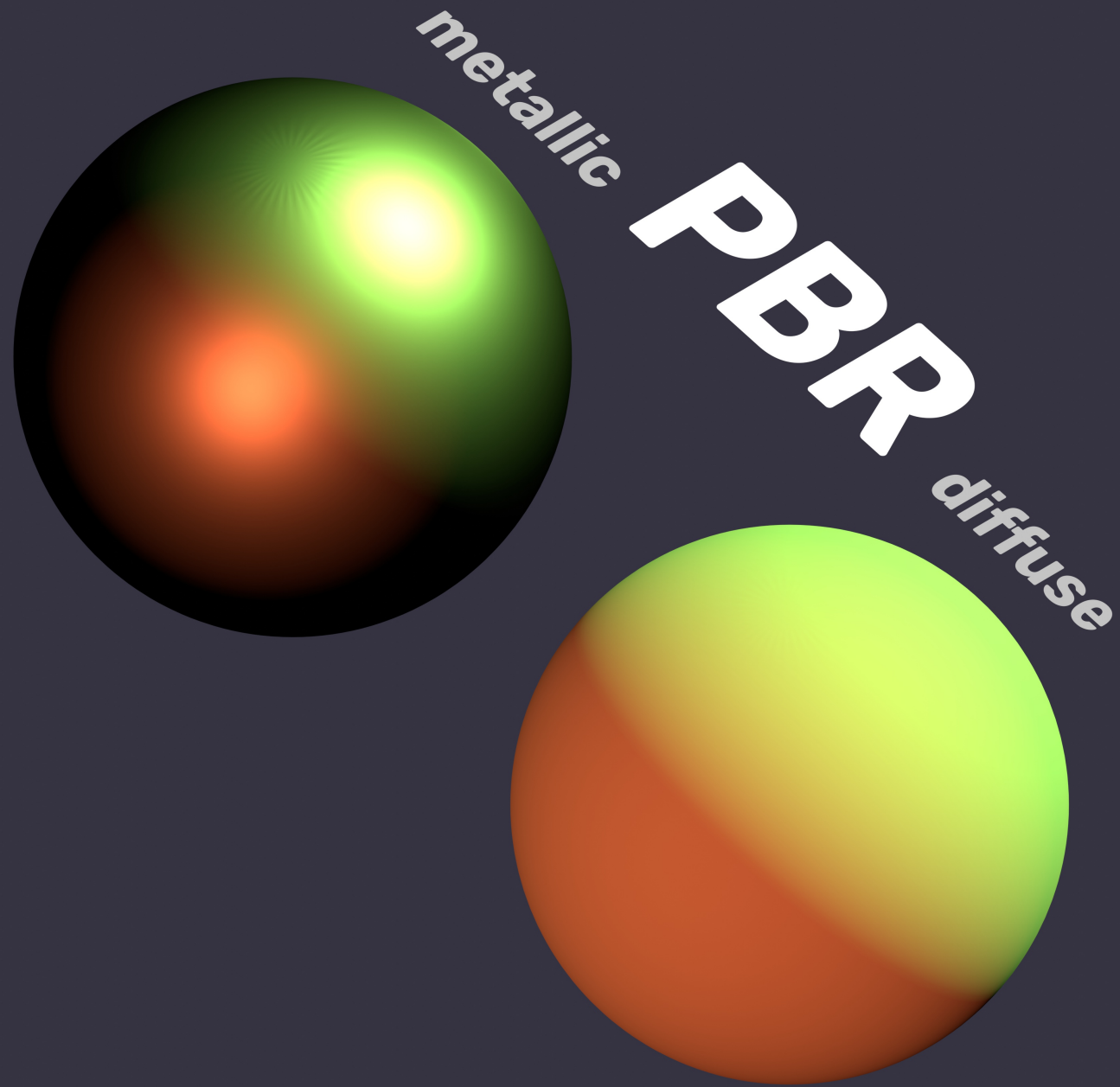
Piano Interface Rig



Scene Assets

Here are stylised assets for an interior scene, utilising a specifically developed shader.

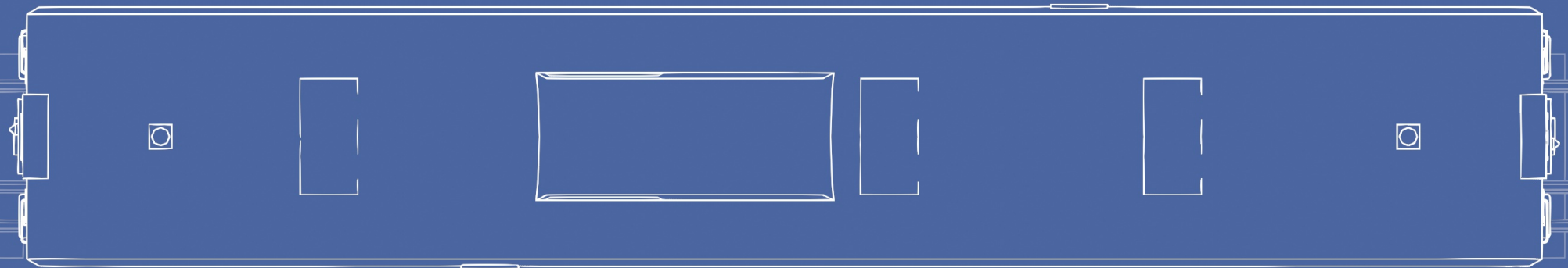
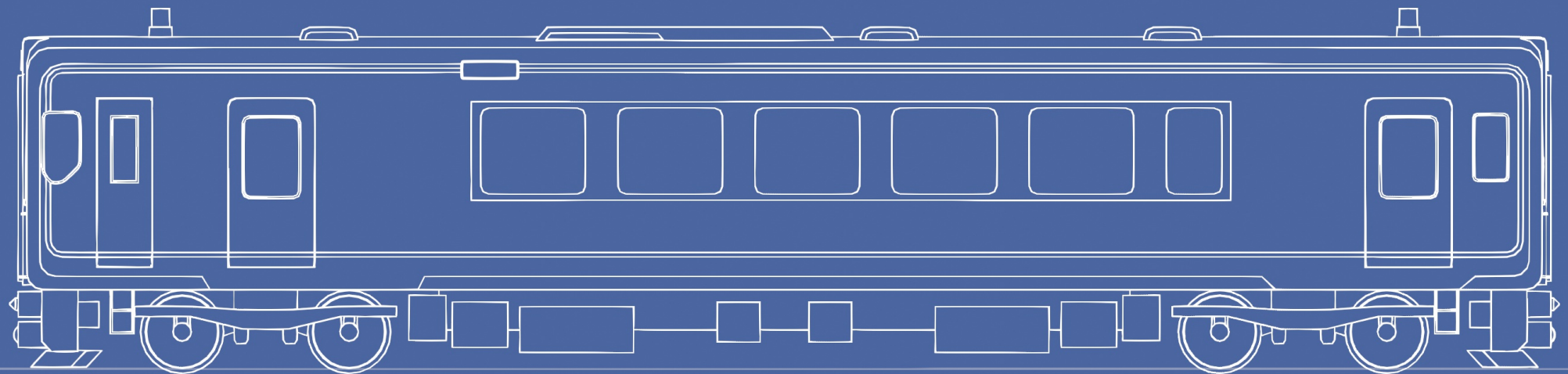
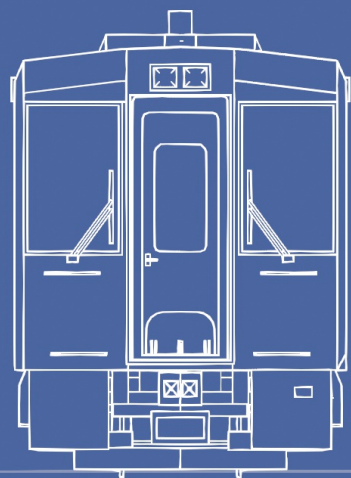
This handles all of the materials and textures, whilst keeping to the style of the scene.



A Shader Comparison

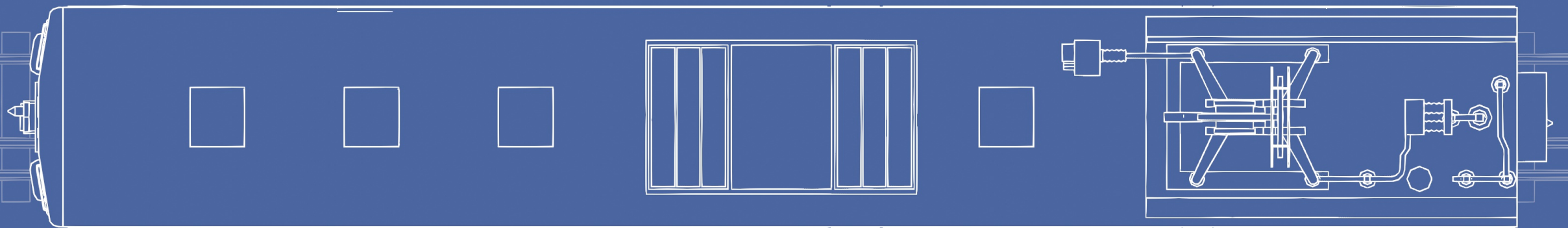
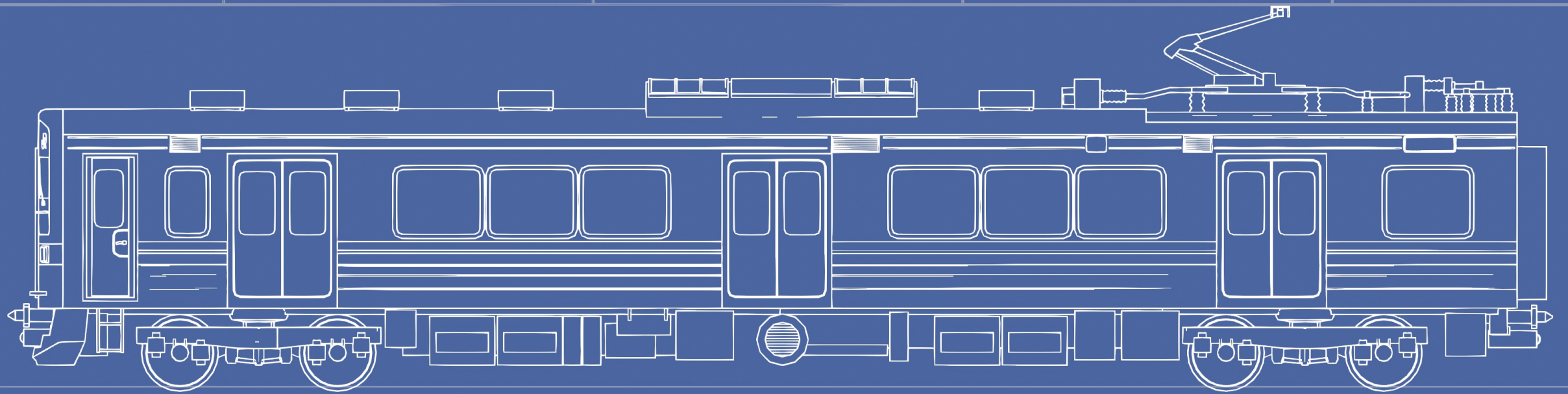
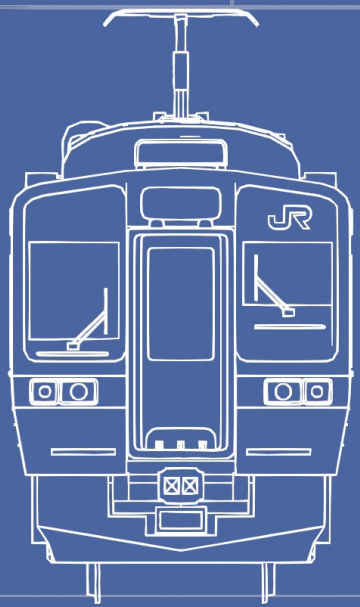


Heading Outside



As a Blueprint

An emphasis on utilising line-art as a part of the non-realistic style



キハ 101

Here is an example of rural commuter transport specific to the Aterazawa branch line.

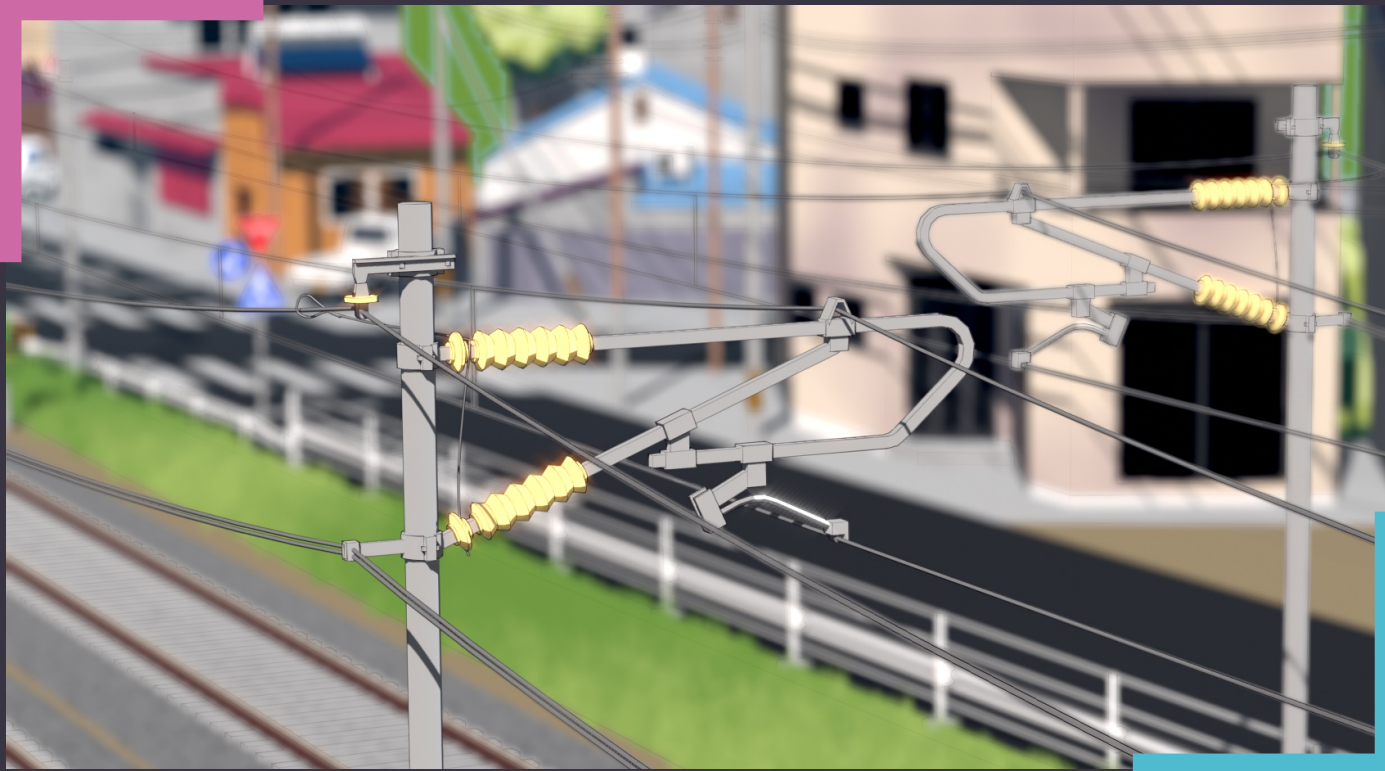
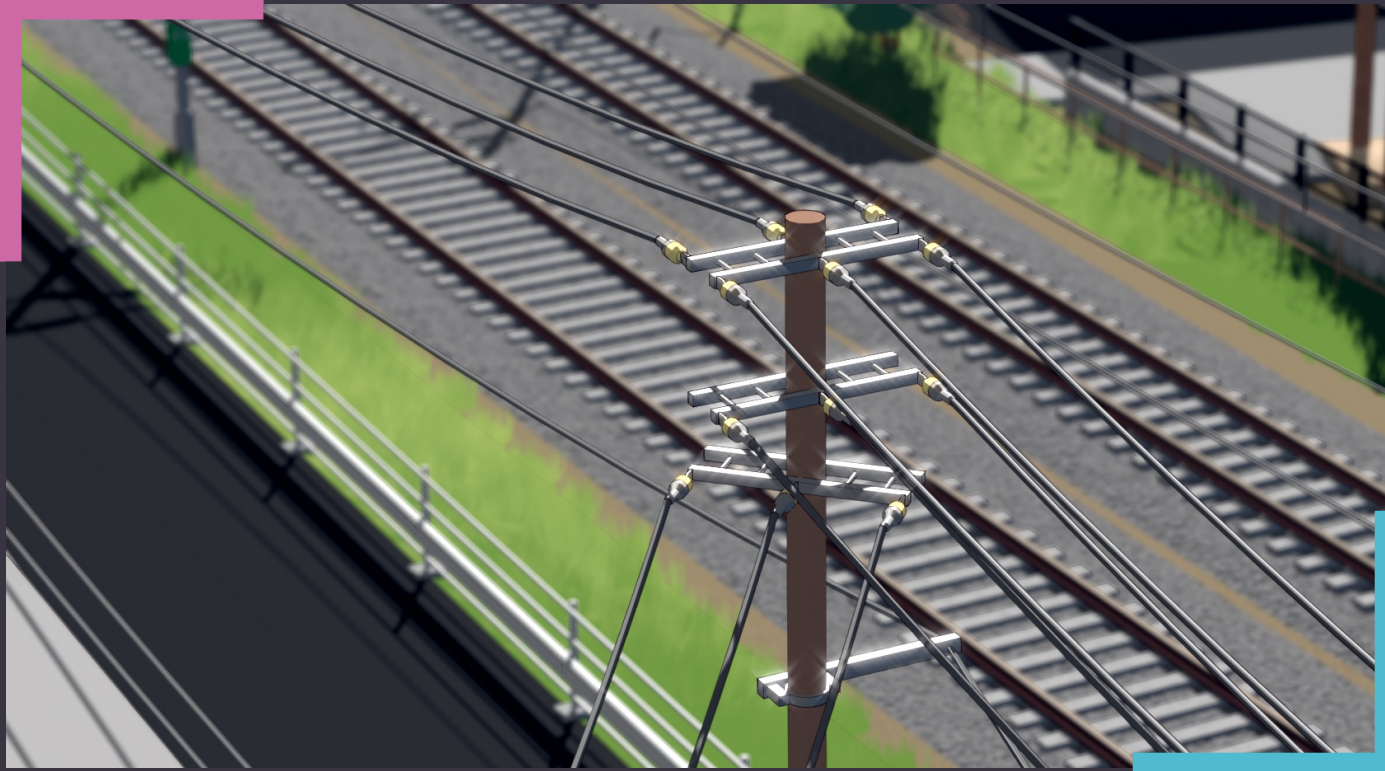
This simple asset sets the exact location, whilst providing an interesting example of moving scenery.





山手線からこの挨拶
申し上げます!





Scene Assets

Based on reference images, common assets have been adapted to match the design aesthetic of the region.

The placement of simple, generic assets in high-density provides a feeling of life and visual interest.

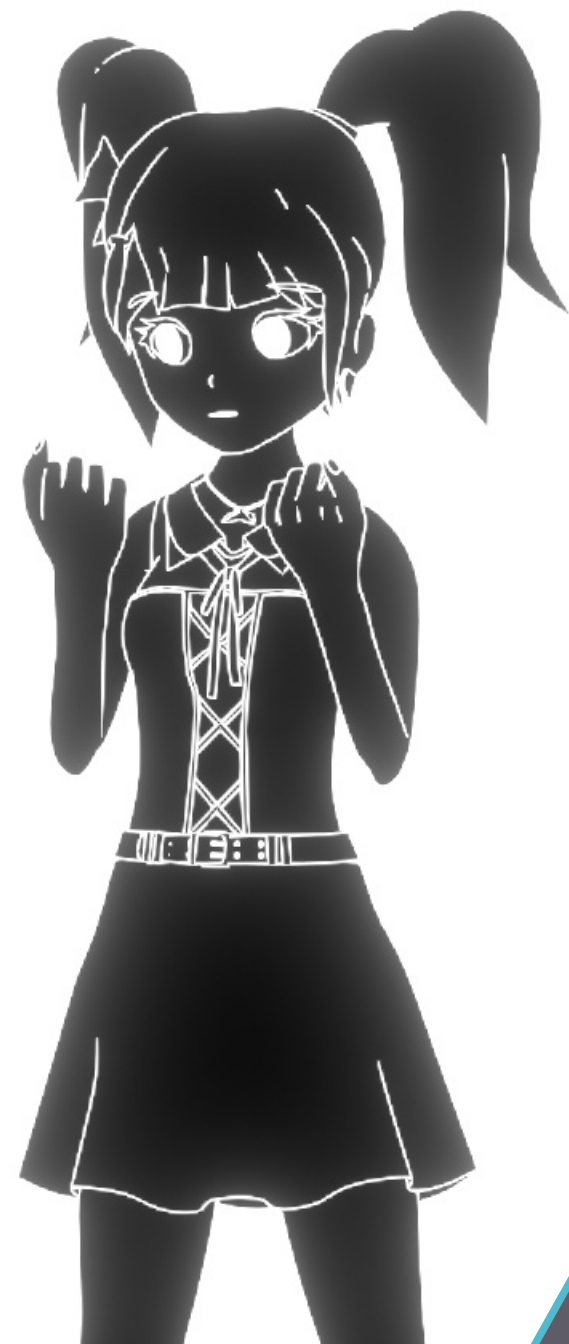


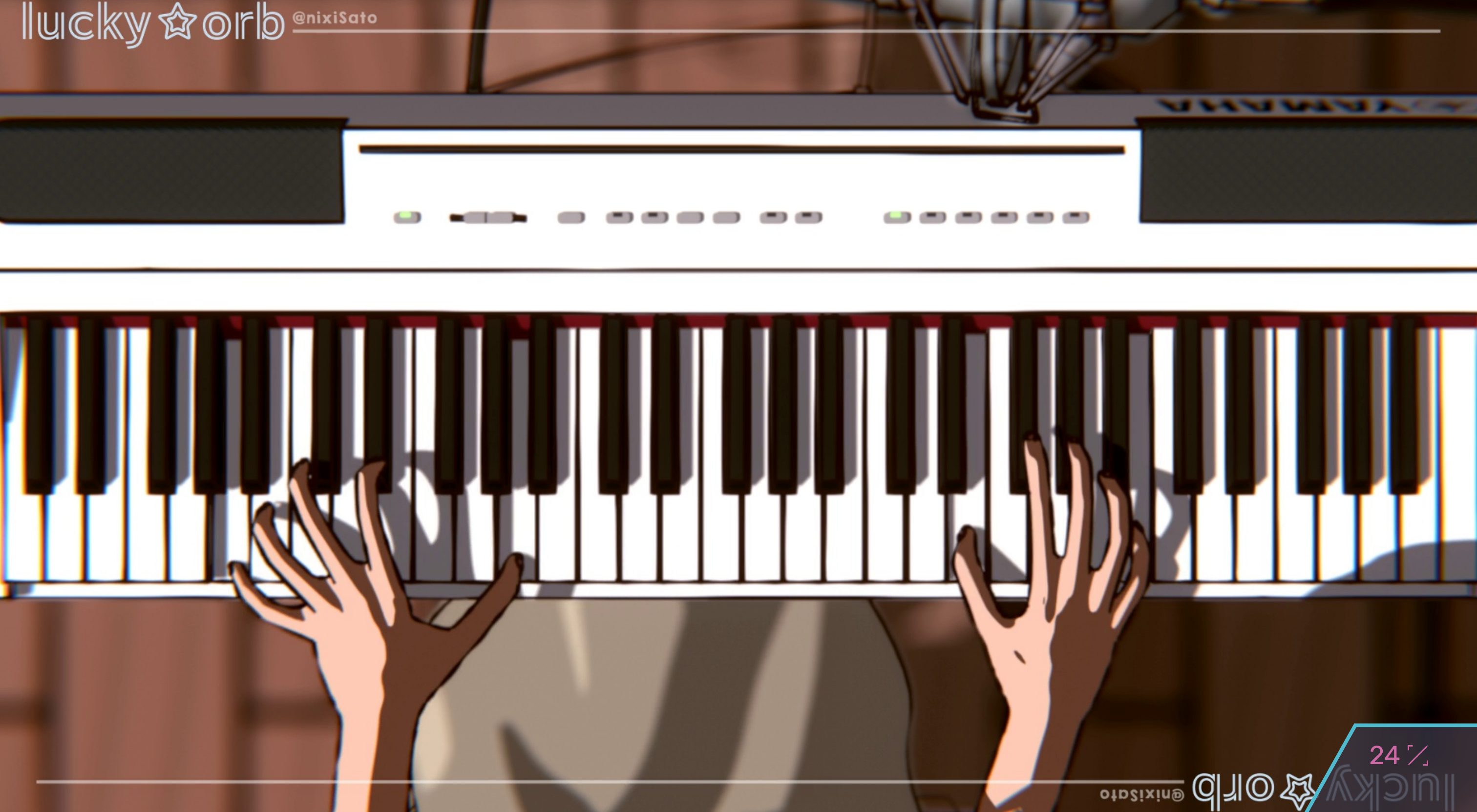






What do I have to fear?







25%



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