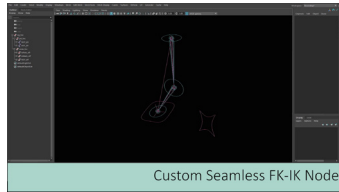


# ELENA NOLL

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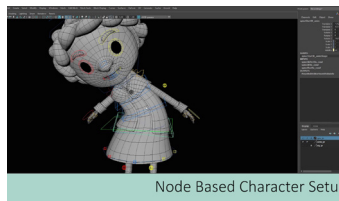
## REEL BREAKDOWN



Shot 01 (Personal Project)

### Seamless FK - IK Node

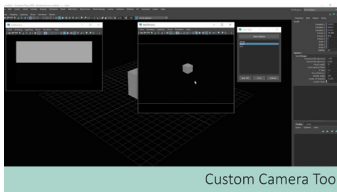
- Software: Maya, PyCharm
- Language: Python
- Responsibilities: Implementation, Setup
- Link to the full code: [https://github.com/eno3D/Seamless-FkIk\\_PyMayaNode](https://github.com/eno3D/Seamless-FkIk_PyMayaNode)



Shot 02 (Personal Project)

### Biped Character Rig

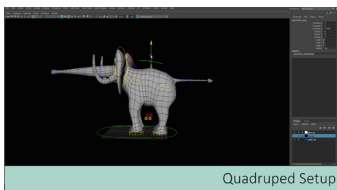
- Software: Maya
- Responsibilities: Rigging



Shot 03 (Personal Project)

### Camera Tool

- Software: Maya, PyCharm
- Language, Python
- Responsibilities: Implementation



Shot 04 (Personal Project)

### Quadruped Rig

- Software: Maya
- Responsibilities: Rigging, Modeling



Shot 05 (Work Project)

### 2 Character Mirror Setup

- Software: Maya
- Responsibilities: Animation, 2 Character Mirroring

More work samples can be found on my website.  
<http://eno-3d.com/>