

ELENA NOLL

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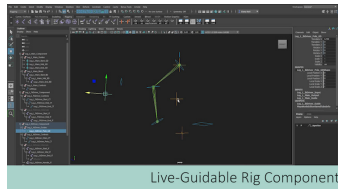
REEL BREAKDOWN



Shot 01 (Work Project)

Two Character Mirroring Setup

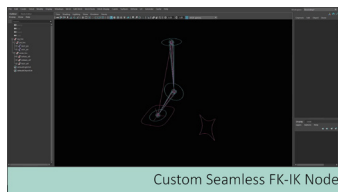
- Software: Maya
- Responsibilities: All Character Animations, Mirroring Setup



Shot 02 (Bachelor Thesis)

Live-Guidable Rig Component

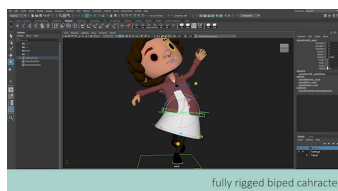
- Thesis Title: Utilizing Node-Based Workflows To Develop An Agile And Non-Destructive Rigging Framework
- Software: Maya, PyCharm
- Language: Python
- Responsibilities: Implementation, Setup



Shot 03 (Personal Project)

Seamless FK - IK Node

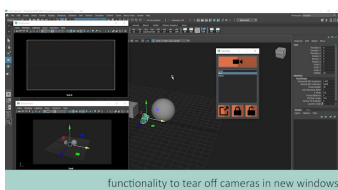
- Software: Maya, PyCharm
- Language: Python
- Responsibilities: Implementation, Setup
- Link to the code: https://github.com/eno3D/SeamlessFkIk_PyMayaNode



Shot 04 (Uni Project)

Biped Rig

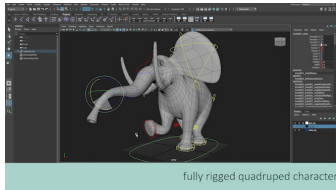
- Software: Maya
- Responsibilities: Rigging



Shot 05 (Personal Project)

Camera Tool

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



Shot 06 (Uni Project)

Quadruped Rig

- Software: Maya
- Responsibilities: Modeling, Rigging



Shot 07 (Uni Project)

Diseaster

- Software: Unity, Maya, Visual Studio
- Language: C#
- Responsibilities: Rigging, Animation, Export, In-Engine Implementation and Setup, Programming



Shot 08 (Uni Project)

Prism Of Brutality

- Software: Unity, Spine2D, Visual Studio
- Language: C#
- Responsibilities: Rigging, Export, In-Engine Implementation and Setup, Programming

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

Code examples can be found on my GitHub.
<https://github.com/eno3D/>