



# ANA HAYNES

ANIMATOR/STORYARTIST

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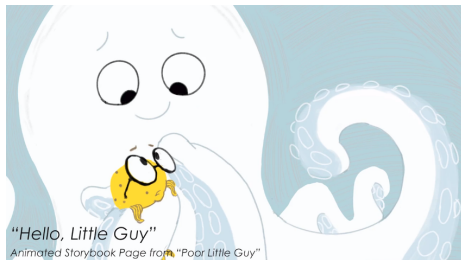
## FlowerShop

This was a small character study for a larger concept I'm working on. I wanted to create a piece that snapshotted the daily life of this small flower shop, showing how easy and laidback this character was. I was really excited to create the background for this, it was a test for a background based off of indie game maps.



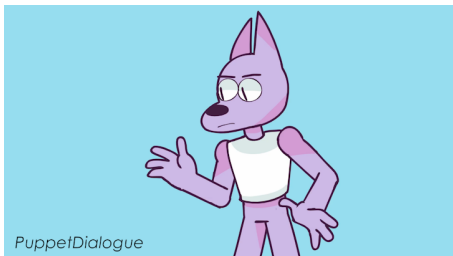
## Train

A short made for my 10 week course, it was my first time touching upon every part of the 2D pipeline. I definitely learned which parts of the pipeline I liked more than others, and the colossal task to create a high production short. It was really fun though, and hope I can continue to create shorts like this, maybe with a little more help (haha). The inspiration for these shots was fear of public transportation, and I really wanted to play with being in a dream world where things may seem familiar, but completely different all at the same time.



## "Hello Little Guy"

This was an exercise to animate a storybook page and composite it all in ToonBoom to achieve the same look as the book. I chose "Poor Little Guy" written by Elanna Allen. The style for this book was very cute, and I thought the two different characters and script would be fun to emulate in the program.



## PuppetDialogue

This was a puppet test in ToonBoom, where I had create a character and have lip-sync along with character acting. It was a real challenge figuring out the joints and replacement parts that would look the best with this character, and I also learned the value of good character design for puppets.



## Nan-Nan

Responsible for rough animation

This was the shot given to me for a friends film, I was really excited when he gave me such a cool acting opportunity. The style was a little different from what I usually do, but it was fun to do a little creepy shot too. It was a new experience working off someone else's modelsheet and making sure I animated within the parameters of the character.



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Room

### Room

An exercise in class to test out the composites for ToonBoom and also the morph animation that can be done in the program. I thought up the concept of a witch preparing a brew, it's mostly stylized, but it was interesting to see all the different things I could. Learning all of this actually helped me composite half of my short Train.



MiniStop  
Responsible for "Aldo"

### MiniStop

Responsible for "Aldo"

Here is the collaboration with Aldo and my classmates characters. This was my first time creating a character and having it interact with other characters, so it was a bit of a challenge figuring out how he would react to each character and coordinate the actions with the other animators on my team to that the actions were clear. MiniStop has three shots, the first two shots featuring Aldo approaching a bus stop, and the last one showing his interactions with two other characters.



AldoTest1

### AldoTest1

A test for the development of my character Aldo. He's featured in a couple more tests and a collaborative project I was a part of. He's a hardworking shoemaker who tries to please. It was really fun to have the opportunity to build a character not only visually but through acting choices as well. This was a test of what Aldo would do in a quiet moment to himself.



AldoTest 2

### AldoTest2

Another test for Aldo! This test was to express how Aldo would wave out to someone. It's a simple test but I really wanted to make him as charming as I could in this.



Sanctuary  
Responsible for rough animation

### Sanctuary

Responsible for rough animation

Another shot for a friend's film! This was another darker film, but the action in this shot was super fun. I wanted to play with some smears in this shot, but still wanted to keep with the fast paced movement and slow ins. I think overall it came out nicely!