



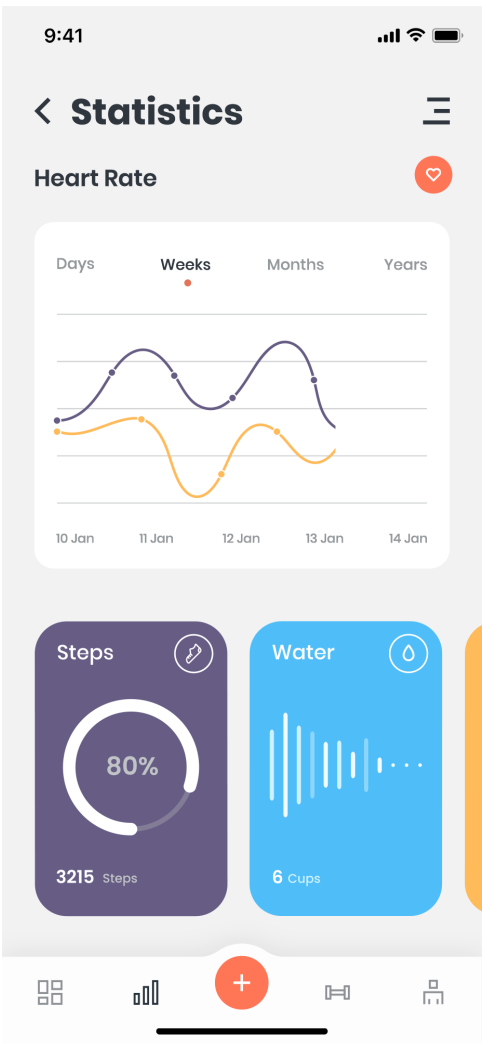
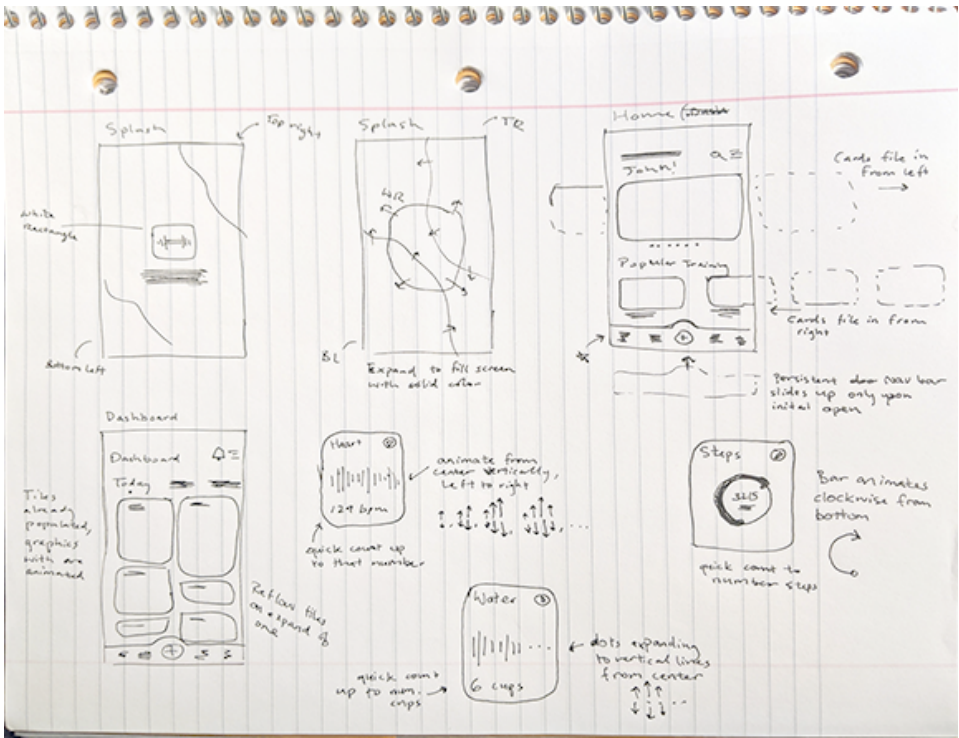
## Fitness Mobile App Motion Design

August 2020

Static high-fidelity mobile application frames transformed into marketable prototype for stakeholders and developers.

- Data visualization animation occuring once per app load "breathes to life", following app's purpose while engaging user delight
- Animation when interacting with a data set aids in retaining user focus while layout changes
- Motions storyboarded with paper + pen
- Assets separated and organized in Adobe Illustrator
- Animated and rendered interactions in Adobe After Effects

[View the fitness app in motion >](#)



## "Land, Air, & Sea"

August 2020

We move in different ways across the world yet each method accomplishes the same goal. An experimentation with human and machine movement in three domains, in three animations.

- Incorporated parallax concepts for life-like motion
- Unique behaviors of each mode of transportation identified and implemented
- Vector art separated and organized in Adobe Illustrator, animated and rendered in Adobe After Effects

[View the moving scenes >](#)

