Character animation: DBB - Eule

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| Year 2001 | |
| Location | |
| Cologne, Germany | |
| Job type | |
| Employee at plan_b media ag, teamwork | |
| Position Digital artist, generalist | |
| Task 3d character animation | |
| Software | |
| Maya | |
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| This Characteranimation was done for the opening of an event of DBB - Deutscher Beamten Bund îNeue Technologien für eine neue Verwaltungî in Leipzig. | |
| Video: | |

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