

# DEMO REEL BREAKDOWN 2020

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## BREAKDOWN



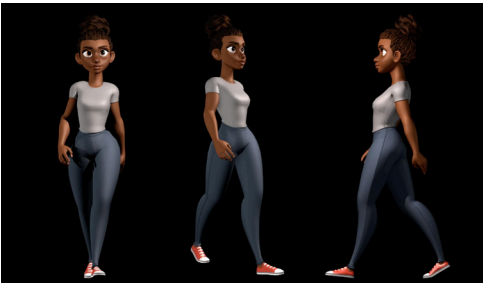
### Space Mates

- *Programs:* Autodesk Maya
- *Responsible:* Character design, 3D character animation and camera/shot layout
- *Credit:* B.R.O 2D screen done by Connor Summerton. (Using my 3D animated eye blocking as reference)



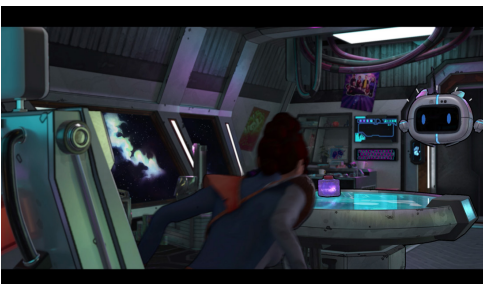
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### Walk Cycle

- *Programs:* Autodesk Maya
- *Responsible:* 3D animation and Lighting
- *Credit:* Daya Rig By Gabriel Salas



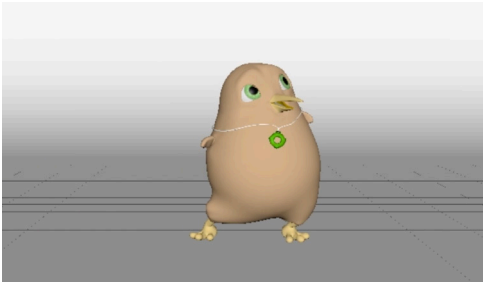
### Space Mates

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- *Responsible:* Character design, 3D animation and camera/shot layout
- *Credit:* B.R.O 2D screen done by Connor Summerton. (Using my 3D animated eye blocking as reference)



### Coal: Matches

- *Programs:* OpenToonz, Adobe After Effects, Adobe Photoshop
- *Responsible:* Character design, animation, rendering, compositing and background painting



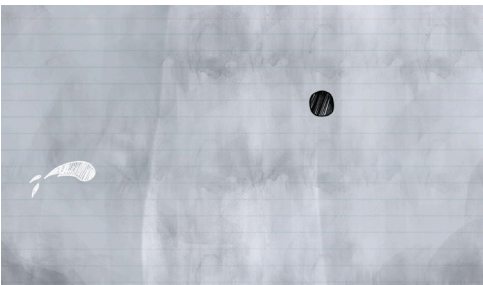
## Kiwis Can Fly

- *Programs:* Autodesk Maya
- *Responsible:* 3D character animation
- *Note:* Test Asset Only



## Dolphin Swim Cycle

- *Programs:* Autodesk Maya
- *Responsible:* 3D animation and Lighting
- *Credit:* Dolphin Rig By Carlos Conteras



## Yin and Yang

- *Programs:* OpenToonz, Adobe After Effects, Adobe Photoshop
- *Responsible:* Character design, animation, rendering, compositing and background painting



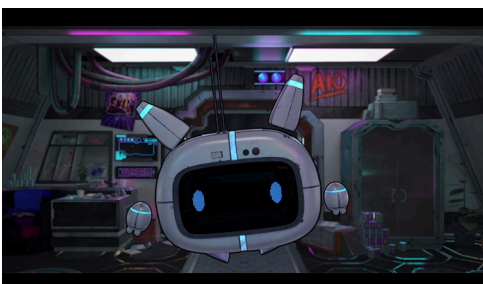
## Kiwis Can Fly

- *Programs:* Autodesk Maya
- *Responsible:* Kōri Lip-sync animation



## Rocketship

- *Programs:* Autodesk Maya, Autodesk Maya Arnold, Adobe After Effects
- *Responsible:* Models, rig, animation, lighting, rendering, compositing and background painting



## Space Mates

- *Programs:* Autodesk Maya
- *Responsible:* Character design, character animation and camera/shot layout
- *Credit:* B.R.O 2D screen done by Connor Summerton. (Using my 3D animated eye blocking as reference)  
2D animation by Moretekorohunga Llyod