

## Demo Reel Breakdown:

Sequence01 – *Stonecutter* facial rigs – I modeled, rigged, textured, lit and animated all characters and props in Maya. I constructed 3-d environments in Maya from 2-d Matte Paintings created by another artist. I also designed the characters and storyboarded the sequence. I composited the sequence using Shake.

Sequence02 – *Breaking Bamboo* facial rigs – I modeled and rigged the characters in Maya.

Sequence03 – Automated Rig Building – I wrote the automated bipedal rig builder as a MEL script.

Sequence04 – *Stonecutter* Scripted Rig Building and animation tests – I modeled, textured, lit and animated the characters in Maya and wrote the control rigs and deformations as a MEL script.

Sequence05 – *Hotbots* – I rigged the characters in Maya. I also animated the first three shots and did all of the lighting in Maya.

Sequence06 – *Stonecutter* tests – I modeled, rigged, textured, lit and animated all characters, camera movements and props in Maya. The environment is a drawing by another artist. I composited the sequence using Shake.

Sequence07 – *Breaking Bamboo* animation test – I modeled, rigged and animated all characters, camera movements and props in Maya. I also designed the characters and storyboarded the sequence. I edited the sequence in Adobe Premiere.

Sequence08 – *Stonecutter* clip - I modeled, rigged, textured, lit and animated all characters and props in Maya. I constructed 3-d environments in Maya from 2-d Matte Paintings created by another artist. I also designed the characters and storyboarded the sequence. I composited the sequence using Shake.