

Showreel shot breakdown

“Entire shot” consists of all modelling, animation, texturing, lighting, rendering and comping.

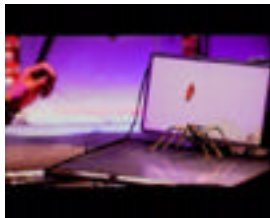
“Character mocap animation” consists of mocap body animation with keyframe face, lip sync and hands.



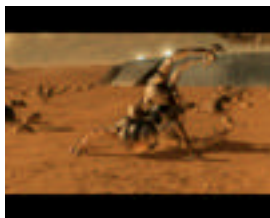
“Bison” on Mars
-Vehicle modelling
-Vehicle rigging



Helicopter Sequence (2 shots)
-Vehicle keyframe animation
-Character keyframe animation
-Layout (shot design for sequence)



Feeding time
-Character keyframe animation
-Lighting
-Match moving
-Comping



“RAT” attack (2 shots)
-Character keyframe animation
-Layout (shot design for sequence)



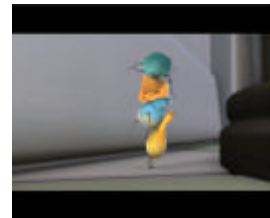
Tangaroa –God of the sea
-Entire shot



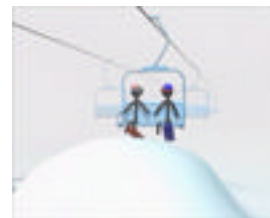
“Bison” – test animation
-Modelling
-Rigging



Superman Returns
-Modelling and texturing of clock interior, conduits, pipes, floor structure, elevator exterior
-Preparation of occlusion passes and Eat maps



Erky Perky
-Character keyframe animation
-Prop rigging and animation



Buffoon brothers
-Entire shot



Car chase (2 shots)

- Vehicle keyframe animation
- Character keyframe animation
- Layout (shot design for sequence)



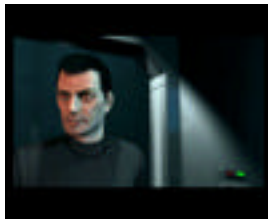
Bad guy tumble (4 shots)

- Vehicle keyframe animation
- Character keyframe animation
- Layout (shot design for sequence)



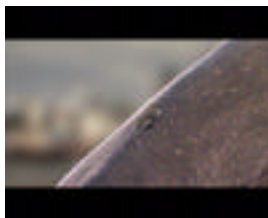
Alligator dive

- Character keyframe animation
- Water simulation (realflow)



Black in lab

- Lighting



Slippery crab

- Character keyframe animation
- Lighting
- Comping



“RAT” attack (3 shots)

- Character keyframe animation
- Layout (shot design for sequence)



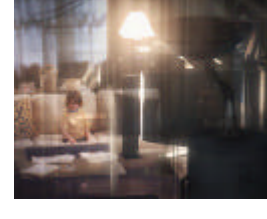
Helicopter landing (4 shots)

- Character mocap animation
- Vehicle keyframe animation
- Layout (shot design for sequence)



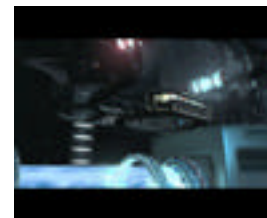
Erky Perky

- Character keyframe animation



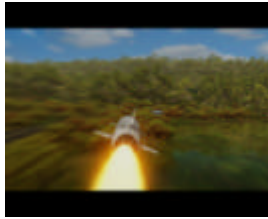
Superman Returns

- Modelling and texturing of laundry interior and props



Engineering

- Modelled entire set
- Lighting



Rocket attack (3 shots)

- Vehicle keyframe animation
- Character keyframe animation



Motorbike chase (3 shots)

- Vehicle keyframe animation
- Character keyframe animation



“RAT” attack (2 shots)

- Character keyframe animation
- Layout (shot design for sequence)



Motorbike chase (3 shots)

- Vehicle keyframe animation
- Character keyframe animation



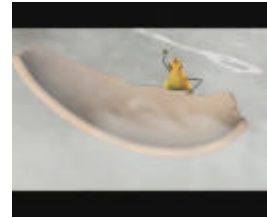
Starbot

- Entire shot except modelling of car



“Albatross” scoop up (5 shots)

- Vehicle keyframe animation
- Layout (shot design for sequence)



Erky Perky

- Character keyframe animation



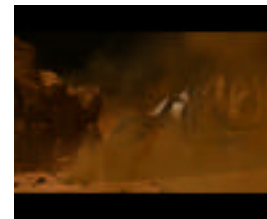
Car chase (6 shots)

- Vehicle keyframe animation
- Character keyframe animation
- Layout (shot design for sequence)



“Rat” attack (2 shots)

- Character keyframe animation
- Layout (shot design for sequence)



“Bison” on mars

- Vehicle modelling
- Vehicle rigging