



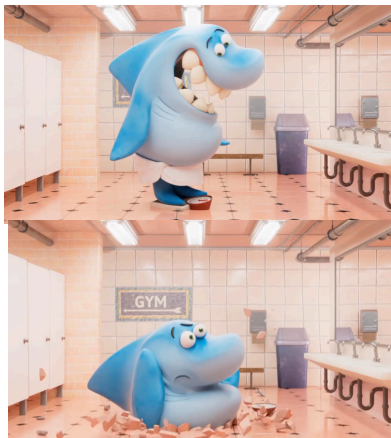



DEMO REEL SHOT BREAKDOWN

Sequence	Title	Software Used	Artistic Responsibilities
	<p>Gamefly "Epic Gameplay" Commercial</p> <p>by Visual Creatures Studio</p>	<p>Autodesk Maya</p>	<p>Created controls for a majority of characters and props, including the main hero, his equipment, enemy monsters, and all the hero's allies.</p> <p>Used several procedural python scripts to quickly finish repetitive tasks such as control placement and joint alignment.</p>
	<p>Zeppelin Reign Live Link Preview</p> <p>by AMGI Studios</p>	<p>Autodesk Maya Unreal Engine</p>	<p>Rigged main character's body and face entirely in Maya. A mix of wire deformers and blendshapes allowed for wide range of stretching and bending. Was later brought into Unreal for animation test.</p>
	<p>Playstation All Stars Battle Royale Opening Cinematic</p> <p>by Zoic Studios</p>	<p>Autodesk Maya</p>	<p>Rigged different props and weapons to be animated, including Drake's weapons, Sackboy's Popit Menu, and Spike's Capture Net.</p>

Sequence	Title	Software Used	Artistic Responsibilities
	<p>Shop Japan Promo Commercial</p> <p>by Roger.tv</p>	Autodesk Maya	<p>Rigged flying rabbit and every island inhabitant, and created custom face and eye controls to accommodate for eyes' oblonged shape. Animated all characters in background of the plaza.</p> <p>Also rigged and animated the ferris wheel in the background and the cars circling the island via motion path.</p>
	<p>Monterey Jack Preview</p> <p>by AMGI Studios</p>	Autodesk Maya	<p>Rigged the shark character using a combination of joints, blendshapes, and lattices. Lips make use of a ribbon deformer to achieve smooth mouth shapes when stretched open.</p>
	<p>Ephraim and DOT</p> <p>by Pixomondo</p>	Autodesk Maya	<p>Reconstructed pre-built rig of tardigrade creature.</p> <p>Kept all previously created nurb controllers and skeletal hierarchy, but redid all constraints and IK setups to be less data-heavy, allowing for faster and more efficient workflow in Maya viewport.</p>