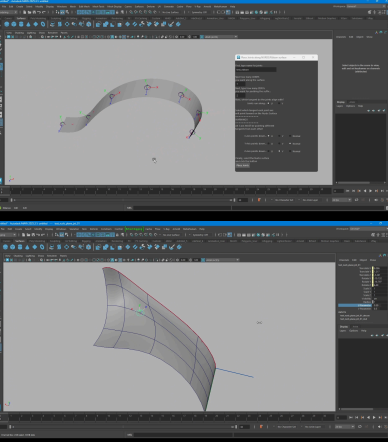
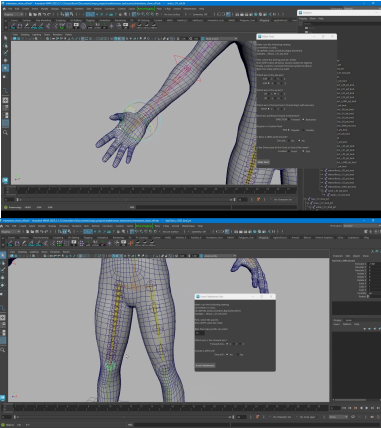



DEMO REEL SHOT BREAKDOWN

Sequence	Title	Software Used	Artistic Responsibilities
	<p>Coldplay x BTS Music Video "My Universe"</p>	<p>Autodesk Maya</p>	<p>Rigged the robot drummer and two alien ducks shown in the shot.</p> <p>Skinned and weighted models to skeleton produced from auto rigging plugin. Used custom set up for ducks' eyelids, and robot's transforming arm.</p>
	<p>Zeppelin Reign Animation Preview</p>	<p>Autodesk Maya Unreal Engine</p>	<p>Rigged main character's body and face entirely in Maya with custom set up. A mix of ribbon deformers and blendshapes allowed for wide range of stretching and bending. Was later converted to Unreal-ready asset for animation test.</p>
	<p>Point-on-Surface Script Demonstration</p>	<p>Autodesk Maya</p>	<p>Showing custom tool built to expedite ribbon deformer creation. Multiple joints can be created in a row to help achieve this effect.</p> <p>By using the U and V coordinates on a nurbs surface, a joint can stick to it, and even slide around while conforming to the contours of the surface.</p>

Sequence	Title	Software Used	Artistic Responsibilities
	Monterey Jack Animation Preview	Autodesk Maya	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.
	Joint In-Between Script Demonstration	Autodesk Maya	<p>Showing custom tool to create any number of joints to be set between two points, and evenly distribute their distance between them.</p> <p>Can also set up twisting or counter twisting to help with limb deformation and avoid candy-wrapper crunching.</p>
	Coldplay Music Video "Higher Power"	Autodesk Maya	<p>Rigged and weighted holographic dancers shown in shot.</p> <p>All models used identical skeletons. Was in charge of transferring skin weights from original rig to all other models, and ensuring character models' topology was suitable for quick transfer.</p>