25550 Hemingway Ave., unit C
Stevenson Ranch, CA 91381
(310) 402-6707
jeffschanz@hotmail.com

Character Animator

JeffSchanz

Demo Reel Breakdown List

1. "Paul" clips. I did all animation of Paul. This sequence was all 100% hand-keyed. Seth Rogen did very little body acting for us, so we had to do most of the acting ourselves.
2. Cartoon man with axe: Personal exercise. 100% hand-keyed. *Rig downloaded from internet.
3. Mummy 3 clips – All animation was 100% key-framed by me (unless noted). The Mummy hero shots had actor video to refer to. The large running scene (w/ actors beside) I hand-keyed the hero mummy, and also enhanced and changed mocap for all the other nearby surrounding mummies. All done in Maya.
4. Character concept animation for "John Carter". All 100% hand-keyed. Not referenced.
5. Alien (monkey-cat-like creature) from a independent short pitch film.
6. Stitch - *(This applies to ALL Stitch scenes).* All key-frame animation done by myself, in Houdini. Each scene is a particular animation clip used for a performer in an interactive show (similar to a video game). Some are intended as a cycle or hold that the performer can break out of at his convenience. Most animations go to/from the same pose.
7. Bella Sara "Bella's Ball" – Hand keyed all the horses (didn't do FX or cloth or hair). There's a small moment of about 100 frames where the two center horses are nuzzling, where mocap was supposed to be used. However most of the mocap was too sloppy, and I ended up keeping very little of it. Most of that ended up being changed and hand-keyed. All done in Maya
8. More Mummy 3 clips. These were altered mocap, and placement of most of the forefront mummies.
9. Stitch – see #4.
10. More "John Carter" concept animations. See #3.
11. Stealth – I did the camera, planes, and pilots (if visible) in all scenes shown. Except for the very first shot, I designed the cameras as well. The director gave us license to make up cool cameras, and he bought off when he was happy.
12. Skeleton with sword - Just 2 clips from an in-progress personal experiment. All keyframed by myself in Maya.
13. Stitch – see #4
14. Robot ball - Fun and fast little animations for a website. No theme was given, just anything cute or interesting. The only real limitations were the overall length, and the fact that they needed to do their stuff in 3 particular corners.
15. Mike Wazowski –All key-frame animation and lip-sync done by myself, in Houdini. Some animations were recycled from other animators, like the walk (slightly changed), but otherwise all done by myself.
16. Robots (from "I, Robot") – All done in Maya, as described in the captions on the reel itself. *The first scene of walking/jumping robots had a mo-cap base that was entirely inappropriate for what we needed, so we had to invent walks from other various clips (running, stomping etc.). In the end, very little of the mo-cap was kept, except for the overall timing, and the general idea of the curves. Most all aspects were either changed entirely, altered, or enhanced to fit what we needed.
17. Crush the Turtle - *(This applies to all Crush scenes).* All key-frame animation of the turtle done by myself, in Kaydara Motionbuilder (Dori and background done by Pixar). Each scene is a particular animation clip used for a performer in an interactive show (similar to a video game).