



Character Animator

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. *Maya*.
2. Cartoon pratfall with “Lucy” character (rig from Virtual Animators). Personal project, used for instructional purposes. 100% hand keyed by myself. *rig still in-process. *Maya*.
3. Soldier climb. Personal demonstration of realistic movement without using mocap. *Maya*.
4. Alien (monkey-cat-like creature) from an independent short pitch-film “Dust”. *Maya*.
5. Character concept animation for “John Carter”. All 100% hand-keyed. Not referenced. *Maya*.
6. 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*.
7. Stitch - (*This applies to ALL Stitch scenes*). All key-frame animation done by myself. 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. *Houdini*.
8. 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. *Maya*.
9. 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. *Houdini*.
10. 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). *Motionbuilder*.