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Reel Breakdown – Summer 2013 (Page 1)



G.Robo & The CyberPunks – May 2013

Senior Thesis Project

A brief performance from a band with a robot guitarist. I was mainly experimenting with the flattened texturing effect, but I also created the characters, rigs, animation, and music.

Software: Maya, After Effects, and Photoshop

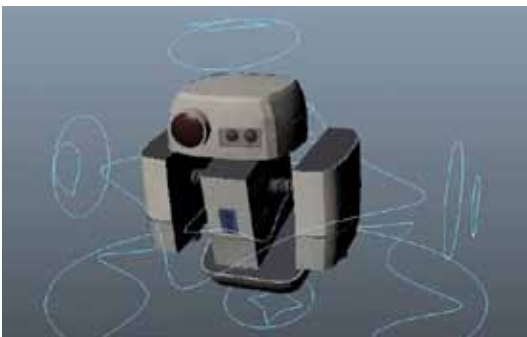


Pacify II – March 2013

Experimental Game Design Project (Team: 5 people)

A sci-fi video game about nonviolence. In addition to helping design the game, I designed, modeled, textured, rigged, and animated the alien characters. Animation clips are separated for in-game blending.

Software: Maya



Asunder – May 2013

Experimental Game Design Project (Team: 5 people)

A 3-D space exploration game. In addition to designing the game and modeling/texturing some environments, I designed, modeled, textured, rigged, and animated the main character, KT.

Software: Maya

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Sloan X Beatles – March 2011

Fundamentals of Animation Rotoscoping Project

Rotoscoped from a music video of Sloan's "Flying High Again," with the band redrawn to resemble The Beatles (their biggest influence). I did all the animation.

Software: Adobe Photoshop

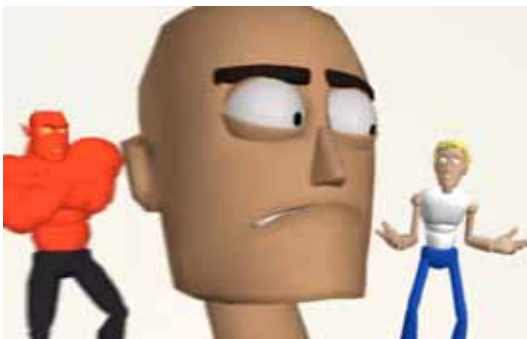


Telltale Cinematic Test – May 2013

Application for Cinematic Artist Position at Telltale Games

Sam & Max face off with Jurgen the vampire. Animatic based on audio clips and script provided by Telltale Games. I did all the storyboards and editing.

Software: After Effects



Quitting the Shoulder – December 2012

Animation II Dialogue Assignment

11 Second Club December 2012 Submission

Animation based on audio clip provided by The 11 Second Club competition. The characters are open-source, but I did character/camera animation and lighting.

Software: Maya and After Effects