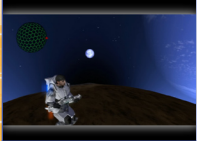




1 SKYRACERS
Fisher-Price DVD short.
Shot layout, all animation
(except particle effects), some
compositing. Maya, After Effects.



2 WATERTOSS
Prop animation exercise. All
animation, prop rigging, and
particle simulation. Maya.
"Ollie" rig by William Petrucci.



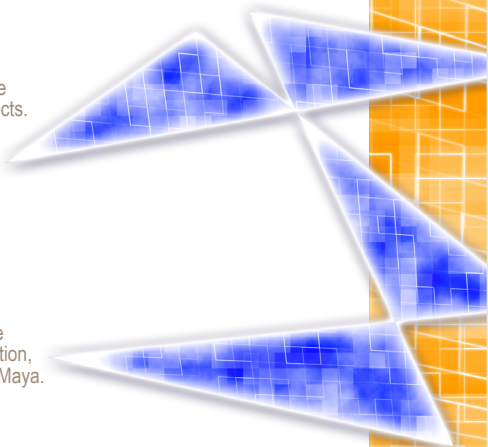
3 LIFTGAME
Animation for Xbox 360 game
proposal. All character animation,
operating in working engine. Maya.
"Ares" rig by Voidstar Creations.



4 PEWPEWBOT
Practice game/action animation.
All character & effects animation.
Maya, After Effects.
"Roboter" rig by "NoLeftovers".



5 IRONANIMS
Game animation exercise.
All character & effects animation.
Maya.
"UT3 Custom rig" by Denny Lindberg.



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6 DJETTDJUMP
Character dev. exercise.
All design, modeling,
rigging, and animation.
Maya.



7 MOCAPHOP
Motion capture. All data capture,
merge, cleanup, extra animation.
Vicon IQ, MotionBuilder, Maya.
"Andy" rig by John Doublestein.



8 FRAGMENTS
Concept dev. exercise. All
design, modeling, rigging,
animation, surfacing, and
camerawork. Maya.



9 LPWHEELIES
Fisher-Price DVD short.
Shot layout and all
animation. Maya.

