

# Demo reel breakdown

## **Animation Intro (character, climbing over my name)**

*Modelling, Texturing, Rigging, Animation, Lighting and Compositing*

This short animated intro was modelled, rigged and animated using Maya. All textures were created using Photoshop.

## **Unknown Element**

I was responsible for the animation for both these shots using Maya.

## **ThreeFold**

I was responsible for the animation in this shot using Maya.

## **The Luminous Deep**

*For more information and stills, please visit <http://www.theluminousdeep.com>*

All my animation for the short was achieved using Maya and the texturing was a combination of both Painter and Photoshop. The displacement maps were created using Mudbox. Animation techniques involved a combination of straight keying and paths with much of the secondary animation achieved using keyed rig controls.

- Shot 1 I animated, textured and created displacement maps for all of the whales.
- Shot 2 I animated, textured and created displacement maps for the shark, eels and fish.
- Shot 3 I animated and textured the eels and fish. I animated the sixgill shark and I also textured and created displacement maps for the whale carcass.
- Shot 4 I animated, textured and created displacement maps for the eels. I animated the ostracods and also created a displacement map for the inner section of the creatures. I also textured and created displacement maps for the whale carcass.

## **Bringer of Fings**

*For more information and stills please visit <http://www.kevin-adams.co.uk/3d.htm>*

I wrote and directed this short film and was responsible for the animation, lighting and compositing of this particular scene. All the animation and texturing for this scene was achieved using Maya.

## **Young at Heart**

I was responsible for the animation in this shot using Maya.