

Generalist Reel: Shot Breakdown of Work Performed

Shot 1 - 2: Dog Creature – Sibrian

Everything:

- Character model and texture
- Environment model and matte painting
- Character rig
- Animation
- Vine simulation
- Hair simulation
- Particle simulation
- Rendering and lighting
- Compositing

Shot 15: Parkour Race

- All environment models and textures
- All character rigs
- All animation
- Lighting and rendering
- Compositing

Shot 3 - 4: DWIV Entry – Prototype 17

Everything:

- Character model and texture
- Simple posing rig
- Compositing

Shot 5: “Talk, Walk and.... Squawk”

- Girl character model and texture
- Tree model and texture
- All animation
- Barn model and texture
- Cloth simulation

Shot 6: “Bond.... James Bond”

Everything:

- Character model and texture
- Character rig
- Animation
- Lighting and rendering

Shot 7 - 8: Axe Warrior Attack

- Axe warrior and axe models and textures
- All environment models
- All animation

Shot 9 - 13: Wii Boy Character

Everything:

- Character model and texture
- IK animation rig
- Game rig
- Animation

Shot 14: Raging Marine

- All models and textures