

Animation Reel Breakdown

1. Clip from Short film “The ‘Net’ Won’t ‘Work!’”
 - Used the “Eleven Rig” for character animation (<http://elevenrig.blogspot.com/>)
 - Used loops from GarageBand for music
 - Sound effects were downloaded from freesound.org
 - All other assets were created by me in Autodesk Maya
2. 2D Character Jump
 - Animated original character: “Bub Gumble” attempting to jump.
 - Character was drawn by hand, frame-by-frame, on paper, then scanned and edited in the computer with Photoshop and Premiere
 - Used sound effects downloaded from freesound.org
3. Clip from an animated segment of a school news program
 - Created animation from a segment of news program produced at the Art Institute of Tucson in Arizona
 - Animated character rig (courtesy of Pluralsight.com) using Autodesk Maya with other assets created from scratch
 - Voice over provided by fellow student Chris Boladeres
4. Wacky Walk Cycle
 - Animated MooM character rig (courtesy of Ramtin Ahmadi) walking in a wacky manner using Autodesk Maya
5. Clip from school film project “Spawn Gives Hell”
 - Assignment was to create a 2D animated short film with a comic book superhero drawn in a different artistic style (Todd MacFarlane’s Spawn in the style of Jhonen Vasquez, in this case)
 - Animation was drawn and colored using Toon Boom Animate Pro
 - Voice-overs were provided by me
6. Clip from school film project “Diblid the Furrowt and the Magical Jar”
 - Assignment was to create a 2D animation with a character (Diblid the Furrowt in this case) and a magical jar
 - Animation was drawn and colored using Toon Boom Animate Pro
 - Voice-overs were provided by me
 - Popping sound was obtained from freesound.org