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Scene 1: Action Animation

Software: Maya, Photoshop, After Effects
Textures: Manipulated Photo Reference
Completion Time: 2.5 Weeks
Reel Duration: 6 seconds

Responsible For:

UV Mapping Environment
Texturing Environment
Modeling Environment
Lighting
Character Animation
Camera Animation



Credits: CGNetworks.com – Ninja Model
Dan Neufeldt – Ninja Rig

Scene 2: Quadruped Animation

Software: Maya, Photoshop, After Effects
Textures: Manipulated Photo Reference
Completion Time: 3 Weeks
Reel Duration: 6 Seconds

Responsible For:

UV Mapping Environment
Texturing Environment
Modeling Environment
Lighting
Character Animation
Camera Animation



Credits: Scott Booth – Horse Model
Mike Clavan – Horse Rig

Scene 3: First Lip Sync Animation

Software: Maya, Photoshop, After Effects
Textures: Manipulated Photo Reference
Completion Time: 2.5 Weeks
Reel Duration: 8 seconds

Responsible For:

UV Mapping Environment
Texturing Environment
Modeling Environment
Lighting
Character Animation
Camera Animation



Credits: Rodri Aniguilid – Alfred Model and Rig
C. J. Cow – Teddy Model and Rig

Scene 4: Second Lip Sync Animation

Software: Maya, Photoshop, After Effects
Textures: Manipulated Photo Reference
Completion Time: 1 Week
Reel Duration: 6 seconds

Responsible For:

UV Mapping Environment
Texturing Environment
Modeling Wall, Floor and Plant
Lighting
Character Animation
Camera Animation



Credits: Humberto EspinoBarros – Chair Model
Andrew Silke – Blue Guy Model and Rig
