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## ANIMATION REEL BREAKDOWN

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### 1. **Zelda CDi Reanimated**

- a. *Independent Project (2020)* – A fisherman raves to the viewer (Link) about his new catch.
- b. Animated the fisherman in Flash Animate and the Gohma (crab) in Autodesk Maya. Also modeled both the Gohma and the background in Maya.

### 2. **“CHOP”** – Elizabeth Walcher

- a. *Video Game (2017)* – A cryptid (axe-handle hound) cuts down a tree.
- b. Animated various game animations of the axehound in Maya.

### 3. **The Adventure Zone Animated**

- a. *Independent Project (2017)* – Two Dungeons and Dragons characters discuss with their Dungeon Master about whether or not to follow their teammate.
- b. Animated all characters in Toon Boom Harmony.

### 4. **“Head’s Up”** Marian de Pontes

- a. *Short Film (2019)* – A giant floating head speaks to two humans about their impending doom.
- b. Animated the head and cleaned up the motion capture lip sync.

### 5. **“Kruselings”** – Ember Lab

- a. *Commercial (2017)* – Five girls fly away while a panda friend waves them goodbye.
- b. Animated the panda in Maya.

### 6. **“Kruselings”** – Ember Lab

- a. *Commercial (2017)* – A monster watches a young boy sleep.
- b. Animated the monster in Maya.

### 7. **“The Harvest”** – Sam Wickert

- a. *Short 360 VR Film (2016)* – A group of bats fly down and attack a villainous farmer.
  - b. Animated the flying loop in Maya.
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