

2014 Animation Generalist Reel Breakdown

	Title: Viper Kick Combo ,2014
	I created in entirety (modeled, texture mapped and rigged), and hand keyframe animated the Viper character (the attacker) in Maya. I also modeled, rigged, and animated by hand the Block avatar in Maya as well as setup the cloth simulation for Viper's belt.
	Emphasis: Character Animation, Character Development, Action
	Note: Viper character – (c) 2014, Paul Brown 3rd
	Title: Viper Punch Combo ,2014
	As with the Viper Kick Combo, I created and animated the Viper and Block characters in their entirety in Maya.
Ç X'	Emphasis: Character Animation, Character Development, Action
	Note: Viper character – (c) 2014, Paul Brown 3rd
	Title: Ranger Punch Animation, 2014
78	I animated the character by hand in Maya and exported the animation into Unity.
	Emphasis: Character Animation, Game Animation
ETT (MERC)	Note: Image Courtesy of Spray N Pray Studios
	Title: Ranger Roundhouse Kick Animation, 2014
- Allo	I animated the character by hand in Maya and exported the animation into Unity.
b Beneral IV research	Emphasis: Character Animation, Game Animation
021 907/00	Note: Image Courtesy of Spray N Pray Studios
	Title: Ranger Spider Tech Animation ,2014
Mo-Cap Data	I transferred the mo-cap animation data from the model on the left to the character on the right using Maya's HIK and layered key frames to that character using hand keyed animation. The animation was then exported into Unity. The animation was created for Spray N Pray's "Event Horizon" video game.
	Emphasis: Character Animation, Motion Capture Data Editing, Game Animation
	Note: Image Courtesy of Spray N Pray Studios

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	3	Title: Ranger Spider Tech Drop Animation, 2014		
	- Harre	Same as with the Spider Tech Animation, I layered har frame animation on top of motion capture data to hav descend from the roof. The work was done in Maya a into Unity.	e the Ranger	
		Emphasis: Character Animation, Motion Capture Data Game Animation	Editing,	
		Note: Image Courtesy of Spray N Pray Studios		
	0	Title: Ranger Pistol Reload Animation, 2014]
		In this shot, I animated and layered hand keyed keyfer animation on top of motion capture data of an idle por character. I also animated the pistol's cartridge and t to and from the gun and character's left hand.	ose for the	
		Emphasis: Character Animation, Motion Capture Data Game Animation, Prop Animation	Editing,	
		Note: Image Courtesy of Spray N Pray Studios		
	0	Title: Ranger Repeater Reload Animation, 2014		
		In this shot, (as with the Pistol Reload) I animated an hand keyed keyframe animation on top of motion cap an idle pose for the character. I also animated the Re cartridge and the constraints to and from the gun and left hand.	oture data of epeater Rifle's	
		Emphasis: Character Animation, Motion Capture Data Game Animation, Prop Animation	Editing,	
		Note: Image Courtesy of Spray N Pray Studios		
. And		Title: Bronze Shepard Reveal, 2014]
-		An exert from my short movie "Helping Hand (2014)." giant robot (the Bronze Shepard) in it's entirety where Maya, and surfaced, rigged, animated, and rendered in I also created the truck model in Cinema 4D.	e I modeled in	
		Emphasis: Character Animation, 3D Motion Media, 3D Modeling, Surfacing, Lighting and Rendering	Character	
		Title: Retro ,2013		
	S 2	I animated the Malcolm characters and prop by hand	in Maya.	
		Emphasis: Character Animation		
	Malcolm character courter so Mnimschool	Note: Malcolm characters courtesy of Animschool.com	1	

CG CHARACTER ANIMATOR

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		Title: Collapsing Bridge Dynamic Scene, 2014
		An exert from my short movie "Helping Hand (2014)." I first conceived the shot by drawing a storyboard. I then modeled and surfaced the Bridge in Cinema 4D. I also utilized the <i>Thrausi</i> plug- in to break the bridge apart and collapse. I later spaced out the keyframes of the collapsing bridge to have the bridge collapse in the proper sequence. I also created and animated the truck model and dust particles in Cinema 4D. I then composited all the elements together in After Effects.
		Emphasis: 3D Motion Media, 3D Visual Effects
		Title: Collapsing Bridge, 2014 The shot showcases a stand alone element of a collapsing bridge used in my short movie "Helping Hand (2014)". I created the element in Cinema 4D using the Trausi plug-in.
		Emphasis: 3D Motion Media, 3D Visual Effects
		Title: Crane Arm Animation, 2014
		I modeled, surfaced, rigged and animated the robot crane arm and created and lit the scene in Cinema 4D. Emphasis: 3D Motion Media, 3D Animation, Lighting and Rendering
		Title: Drone Death Animation, 2014
		I imported an exiting model into Cinema 4D and applied dynamics to have the model shatter. I then baked the animation and exported it into Unity.
		Emphasis: 3D Visual Effects, Game Animation
		Note: Image Courtesy of Spray N Pray Studios
	7	Title: Bronze Shepard Character Rig, 2014
	I created the character rig and controls for the character in Cinema 4D.	
	***	Emphasis: 3D Character Rigging
		Title: Silk Character Rig ,2013
	Global scale	I created the character rig and controls for the character in Maya.
		Emphasis: 3D Character Rigging
		Note:3D model courtesy of CG Networks.

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- 9 -	Title: Bronze Sheppard Model, 2014		
	I modeled the character in Maya and surfaced it in Cinema 4D.		
Pid	Emphasis: 3D Character Modeling for Movies, Surfacing, and Rendering		
	Title: 3D Environment Render ,2014		
	I modeled, surfaced, and rendered the objects and scene in Cinema 4D.		
	Emphasis: 3D Modeling, Surfacing, and Rendering.		
	Title: Viper High Poly 3D Sculpture ,2014		
	I digitally sculpted the character in Mudbox after building it in Maya.		
Vi 2014, Paul Bauco Inf	Emphasis: 3D Sculpting and High Resolution Modeling		
	Viper character – (c) 2014, Paul Brown 3rd		
	Title: Viper Game Model ,2014		
	I designed, modeled, textured, rigged, posed and animated the character. Software used was Maya, Photoshop, Mudbox, and Crazy Bump. I also setup a cloth simulation for the belt in Maya.		
	Emphasis: 3D Character Modeling for Games, Texture Mapping, Cloth Simulation		
	Viper character – (c) 2014, Paul Brown 3rd		
Sound	Soundtrack courtesy of Radio Beats via www.radiobeats.com		

Thank you for watching!