
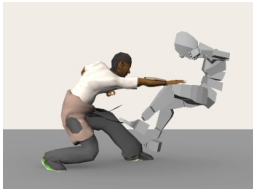
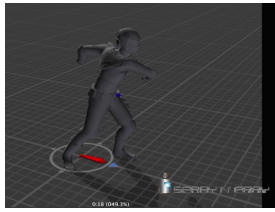
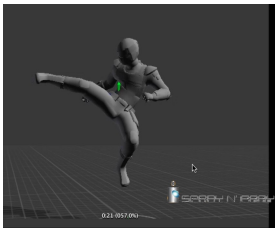
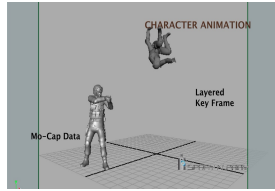


## 2014 Animation Generalist Reel Breakdown

	<p>Title: Viper Kick Combo ,2014</p> <p>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.</p> <p>Emphasis: Character Animation, Character Development, Action</p> <p><i>Note: Viper character – (c) 2014, Paul Brown 3rd</i></p>
	<p>Title: Viper Punch Combo ,2014</p> <p>As with the Viper Kick Combo, I created and animated the Viper and Block characters in their entirety in Maya.</p> <p>Emphasis: Character Animation, Character Development, Action</p> <p><i>Note: Viper character – (c) 2014, Paul Brown 3rd</i></p>
	<p>Title: Ranger Punch Animation, 2014</p> <p>I animated the character by hand in Maya and exported the animation into Unity.</p> <p>Emphasis: Character Animation, Game Animation</p> <p><i>Note: Image Courtesy of Spray N Pray Studios</i></p>
	<p>Title: Ranger Roundhouse Kick Animation, 2014</p> <p>I animated the character by hand in Maya and exported the animation into Unity.</p> <p>Emphasis: Character Animation, Game Animation</p> <p><i>Note: Image Courtesy of Spray N Pray Studios</i></p>
	<p>Title: Ranger Spider Tech Animation ,2014</p> <p>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.</p> <p>Emphasis: Character Animation, Motion Capture Data Editing, Game Animation</p> <p><i>Note: Image Courtesy of Spray N Pray Studios</i></p>





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 *Thrausi* 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.

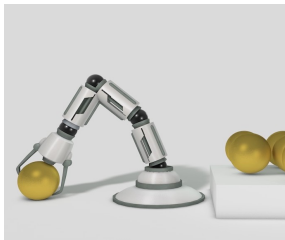
Emphasis: 3D Motion Media, 3D Visual Effects



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

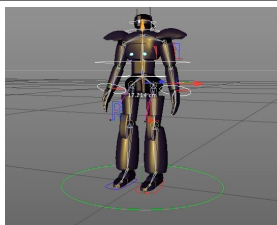


Title: Drone Death Animation, 2014

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

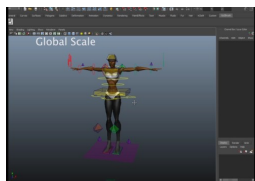
*Note: Image Courtesy of Spray N Pray Studios*



Title: Bronze Shepard Character Rig, 2014

I created the character rig and controls for the character in Cinema 4D.

Emphasis: 3D Character Rigging

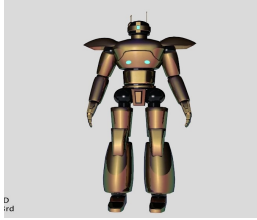


Title: Silk Character Rig ,2013

I created the character rig and controls for the character in Maya.

Emphasis: 3D Character Rigging

*Note:3D model courtesy of CG Networks.*



Title: Bronze Sheppard Model, 2014

I modeled the character in Maya and surfaced it in Cinema 4D.

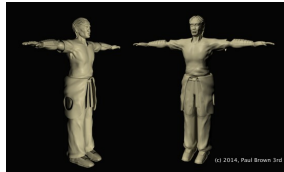
Emphasis: 3D Character Modeling for Movies, Surfacing, and Rendering



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.

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*

Soundtrack courtesy of Radio Beats via [www.radiobeats.com](http://www.radiobeats.com)

**Thank you for watching!**