"Event Horizon: Immolation"
Game Animation Reel Breakdown

A collection of animation work I have done for the project
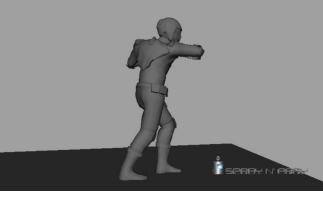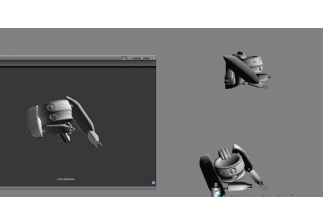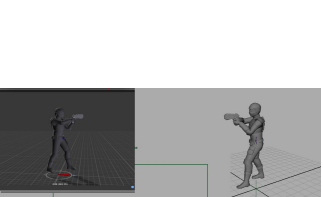"Event Horizon Episode 1: Immolation" for XBOX One, XBOX 360 and PC,
for Spray N Pray Studios, Atlanta GA

http://www.eventhorizongame.net/

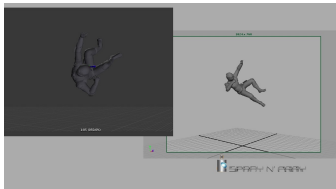|	
	Title: Ranger Punch Animation, 2014 I animated the character by hand in Maya (light field) and exported the animation into Unity (dark field). Emphasis: Character Animation, Game Animation *Note: Image Courtesy of Spray N Pray Studios*
	Title: Ranger Roundhouse Kick Animation, 2014 I animated the character by hand in Maya and exported the animation into Unity. Emphasis: Character Animation, Game Animation *Note: Image Courtesy of Spray N Pray Studios*
	Title: Ranger Rifle Melee Animation, 2014 I animated the character by hand in Maya and exported the animation into Unity. Emphasis: Character Animation, Game Animation *Note: Image Courtesy of Spray N Pray Studios*
	Title: Templar Drone Melee Animation, 2014 I animated the character by hand in Maya and exported the animation into Unity. Emphasis: Character Animation, Game Animation, Character Rigging *Note: Image Courtesy of Spray N Pray Studios*
	Title: ION Pistol Recoil Animation ,2014 I layered keyframe animation on top of motion capture data of an idle pose to have the character fire the gun. Emphasis: Character Animation, Motion Capture Data Editing, Game Animation *Note: Image Courtesy of Spray N Pray Studios*
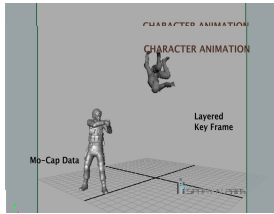
Title: Ranger Spider Tech Animation ,2014

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 keyframe animation to that character. 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

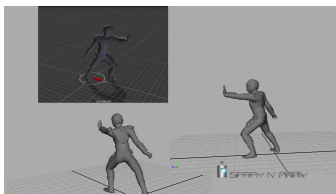*Note: Image Courtesy of Spray N Pray Studios*

Title: Ranger Spider Tech Drop Animation, 2014

Same as with the Spider Tech Animation, I layered keyframe animation on top of motion capture data to have the Ranger descend from the roof. The work was done in Maya and exported into Unity.

Emphasis: Character Animation, Motion Capture Data Editing, Game Animation
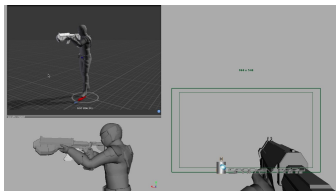
Note: Image Courtesy of Spray N Pray Studios

Title: Ranger Combat Pulse Animation, 2014

I animated the character by hand in Maya and exported the animation into Unity.

Emphasis: Character Animation, Game Animation

Note: Image Courtesy of Spray N Pray Studios

Title: Repeater Rifle Recoil Animation ,2014

I layered keyframe animation on top of motion capture data of an idle pose to have the character fire the gun.

Emphasis: Character Animation, Motion Capture Data Editing, Game Animation

Note: Image Courtesy of Spray N Pray Studios

Title: Repeater Rifle Jump Animation, 2014

I animated the character by hand in Maya and exported the animation into Unity.

Emphasis: Character Animation, Game Animation

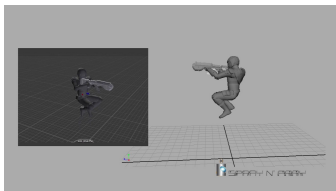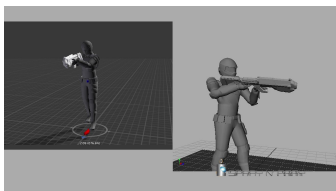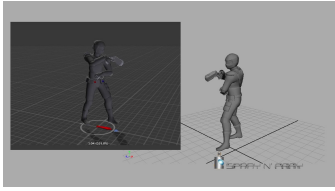*Note: Image Courtesy of Spray N Pray Studios*

Title: Repeater Rifle Reload Animation, 2014

I layered keyframe animation on top of motion capture data of an idle pose for the character. I also animated the pistol's cartridge and the constraints to and from the gun and character's left hand.

Emphasis: Character Animation, Motion Capture Data Editing, Game Animation, Prop Animation

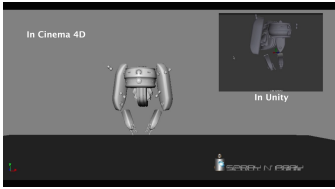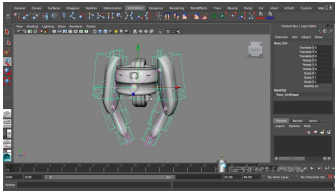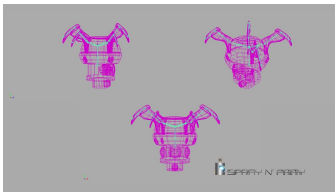|	
	Note: Image Courtesy of Spray N Pray Studios
	Title: ION Pistol Reload Animation, 2014 I layered keyframe animation on top of motion capture data of an idle pose for the character. I also animated the pistol's cartridge and the constraints to and from the gun and character's left hand. Emphasis: Character Animation, Motion Capture Data Editing, Game Animation, Prop Animation *Note: Image Courtesy of Spray N Pray Studios*
	Title: Templar 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: Templar Drone Rig Walkthrough, 2014 This shot showcase the character rig I created for the robot in Maya. The rig is an FK (forward kinematics) rig with it's fingers controlled by set driven key. Emphasis: 3D Character Rigging *Note: Image Courtesy of Spray N Pray Studios*
	Title: Scout Drone Rig Reveal, 2014 I rigged and smooth skinned the single skin robot in Maya to have the arms move independently of the body. The robot with it's animation was later imported into Unity. Emphasis: 3D Character Rigging *Note: Image Courtesy of Spray N Pray Studios*
Soundtrack courtesy of Radio Beats via www.radiobeats.com	

Thank you for watching!