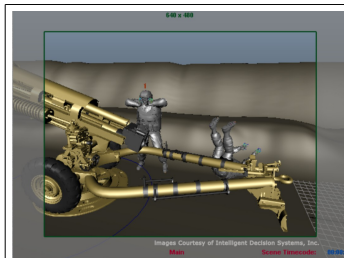


IDSi Studio Reel Breakdown



The following is a collection of video clips involving work I (Paul Brown 3rd) have done during my time between 2008 and 2012 at [Intelligent Decision Systems, Inc.](http://www.intelligentdecision.com)

All images courtesy of Intelligent Decision Systems, Inc.



Title: Army Correspondence Course Program (ACCP) Paladin Canon Accident

A cinematic for an interactive multimedia instruction (IMI) program. I animated the characters and the cannon using key frame animation in Maya

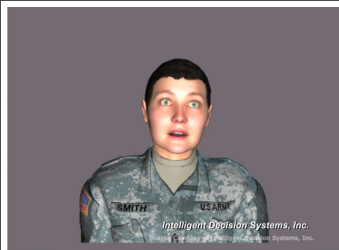
Emphasis: Character Animation, Mechanical Animation, Cinematics



Title: Dry Support Bridge (DSB) Instructor Avatar Animation

An animated element accompanying an interactive multimedia instruction (IMI) program. I animated character's body movements and eyes using key frame animation in Motion Builder (the lip sync was made via the Voice Device) and rendered the animation in Maya.

Emphasis: Character Animation



Title: Dry Support Bridge (DSB) SGT. Smith Avatar Animation

An animated element accompanying an interactive multimedia instruction (IMI) program. I animated character's body movements and eyes using key frame animation in Motion Builder (the lip sync was made via the Voice Device) and rendered the animation in Maya. The character's head was designed in FaceGen Modeler.

Emphasis: Character Animation, Character Creation



Title: AETC Social Learning Scene Animation

A cinematic for an interactive multimedia instruction (IMI) program. I animated the character (including the lip sync) using key frame animation in Maya.

Emphasis: Character Animation, Cinematics



Title: ES2 Patrol Commander Intro Scene

A clip from a cinematic intro I created for a serious game. I animated the characters (including the lip sync) and camera using key frame animation in Maya. Also, I lite the scene in Maya.

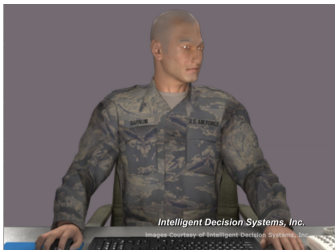
Emphasis: Character Animation, Cinematics, Lighting



Title: ES2 Patrol Commander Muhammad Avatar

A character avatar for a serious game. I animated the character and altered the character's texture maps in Maya

Emphasis: Character Animation



Title: AETC Social Learning Scene Animation

A cinematic for a multimedia trainer. I animated the character (including the lip sync) and chair using key frame animation in Maya.

Emphasis: Character Animation, Cinematics



Title: Serious Game Cinematic Scene Animation

A cinematic for a serious game. I animated the character in Motion Builder (the lip sync was made using the Voice Device). I also modeled the helmet and backpack the character is wearing and framed the shot in Maya.

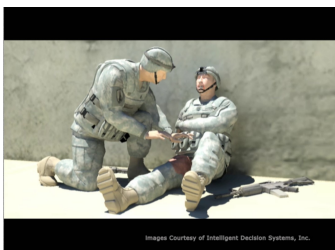
Emphasis: Character Animation, Cinematics, 3D Modeling



Title: ES2 Patrol Commander Intro Scene

A clip from a cinematic intro I created for a serious game. I posed and animated the characters and camera using key frame animation in Maya. Also, I lite the scene in Maya.

Emphasis: Character Animation, Cinematics, Lighting



Title: Combat Medic TCCC Reassessment Scene Animation

A cinematic for a serious game prototype. I animated the characters and camera using key frame animation in Maya. Also, I lite the scene in Maya.

Emphasis: Character Animation, Cinematics, Lighting



Title: ES2 Patrol Commander Intro Scene

A clip from a cinematic intro I created for a serious game. I posed and animated the characters and camera using key frame animation in Maya. Also, I lite the scene in Maya.

Emphasis: Character Animation, Cinematics, Lighting



Title: ES2 Patrol Commander Intro Scene Title Screen

A clip from a cinematic intro I created for a serious game. I modeled, lite, and surfaced the "ES2" Text in Maya (including the lighting effect) and constructed the title in After Effects where I later animated the transparencies.

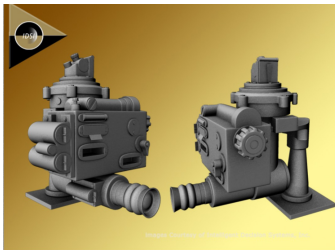
Emphasis: 3D Modeling, Dynamic Typography, Motion Media



Title: Serious Game Cinematic Scene Animation

A cinematic for a serious game. I animated the commander character and the camera in Maya as well as staged the shot. I also modeled and textured the backpacks and helmets the characters are wearing in Maya.

Emphasis: Character Animation, Cinematics, 3D Modeling



Title: Army Correspondence Course Program (ACCP) Panoramic Telescope Model

I modeled the object in Maya based on a illustration provided by the client.

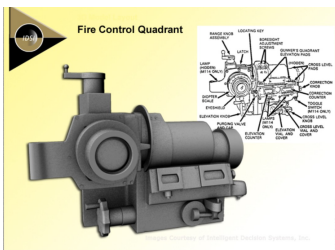
Emphasis: 3D Modeling



Title: Army Correspondence Course Program (ACCP) Nikon™ NE-102 Model

I modeled the object in Maya based on a illustration provided by the client.

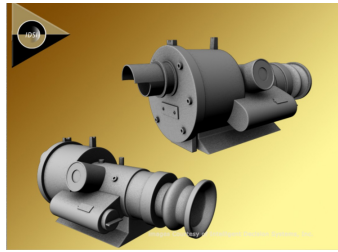
Emphasis: 3D Modeling



Title: Army Correspondence Course Program (ACCP) Fire Control Quadrant Model

I modeled the object in Maya based on a illustration provided by the client.

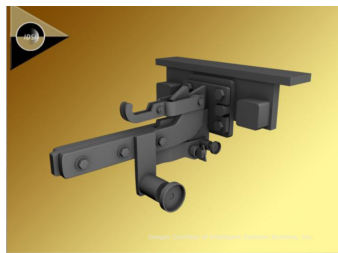
Emphasis: 3D Modeling



Title: Army Correspondence Course Program (ACCP) Straight Telescope Model

I modeled the object in Maya based on a illustration provided by the client.

Emphasis: 3D Modeling



Title: Army Correspondence Course Program (ACCP) Paladin Saddle Model

I modeled the object in Maya based on a illustration provided by the client.

Emphasis: 3D Modeling

Soundtrack courtesy of Radiobeats.com

Some of these works and others projects I have worked on can be seen at IDSI's website at the following:

<http://www.idsi.com/courseware-gaming/>

Thank you for watching!