

# Shot List (Film Reel)

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## **"I can bear it all"**

32nd and final shot for SCAD Animation Studio's musical Bearly with an emphasis on subtle acting moments.

Software: Maya 2018

Rig: "Bearly," "Bearly Dad," and "Bearly Mom" by Mason Smigel

Model of cave: Madison Taley

Responsible for animation

## **"Omnitron takedown"**

Animation Mentor shot of Stan navigating platforms before taking down an attacking robot with an emphasis on clear poses.

Software: Maya 2018

Rig: "Stan" by Animation Mentor

Models for robot and environment: myself

Responsible for animation

## **"Mealtime"**

Acting shot between a father ogre and his picky son, who will enjoy his dinner of rodents whether he likes it or not.

Software: Maya 2018

Rig: "Ogre Man" and "Ogre Boy" by Long Winter Studios, "Mouse Rig" by Chenwei "Cherry" Zhou

Models for spears: myself

Responsible for animation

## **"Bearly on ice"**

Animation test for SCAD Animation Studio's musical Bearly. The goal was to animate Bearly discovering an object and somehow interacting with it.

Software: Maya 2018

Rig: "Bearly" by Mason Smigel

Responsible for animation

# Shot List (Game Reel)

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## **"3-Hit combo"**

3-hit combo sequence focusing on quick and snappy movements to emphasize weight and power.

Software: Maya 2018

Rig: "Metal Boss" by Kiel Figgins

Responsible for animation

## **"Dojo"**

Frantic fight scene between 2 characters escalating from punches to powerful sword slashes and attacks. Emphasis was on using quickly timed movements to convey a feeling of energy.

Software: Maya 2018

Rig: "Nora" and "Wake" by Kiel Figgins

Models for sword and environment: myself

Responsible for animation

## **"Walk, run, sprint"**

Walk, run, and sprint cycles with slower movements to convey a large body mass.

Software: Maya 2018

Rig: "Sicarius" by Kiel Figgins

Responsible for animation

## **"MP5"**

FPS shoot, reload, and inspection sequences for MP5 submachine gun.

Software: Maya 2018

Rig: "Yellow Dude" by Kiel Figgins

Model for MP5 submachine gun: myself

Responsible for animation

## **"Pot shots"**

Attempt of more less stylized, more naturalistic animation with an advance that is thwarted by a stray gunshot.

Software: Maya 2018

Rig: "Yellow Dude" by Kiel Figgins

Model for M4 rifle: myself

Responsible for animation