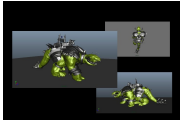

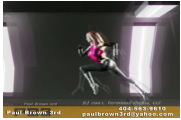


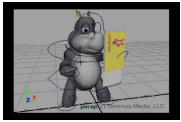




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2009 Character Animation Reel Shot Breakdown

Sequence	Title	Technique / Tool	Artistic Responsibilities	Image
Shot 1	Beast Walk (2009)	Maya	I animated the character. (rig by Stev Kalinowski, model by Reed Casey)	
Shot 2	Shot Down (2009)	Maya	I animated the character.	
Shot 3	From "Amber Fox Sequence"	Maya, Mental Ray	© Terminus Media, LLC., 2007. I modeled, rigged and animated the character. I also modeled, lit, and textured the background	
Shot 4	Jamie Combo Attack" (2006)	Maya, Photoshop, Mental Ray	I modeled, textured, rigged, and animated the character.	
Shot 5	Lip Sync- Soldier (2008)	Maya	© IDSI, 2008. I animated the character's lip sync and facial animations.	
Shot 6	Reno Clip (2009)	Maya, Photoshop	© Terminus Media, LLC., 2009. I animated the character and textured the magazine. Model and rig by Josh M. Teal; designed by John Powell	
Shot 7	Injured Soldier (2008)	Maya, Photoshop, Mental Ray	© IDSI, 2008. I animated the character and camera.	
Shot 8	Bike Rider (2009)	Maya, DAZ Studio, Photoshop	© IDSI, 2009. I imported a Poser model from DAZStudio into Maya and animated the character using the full body IK setup. I also altered the texture maps for the character in Photoshop and animated the bicycle.	

Thanks for viewing!