

2016 Character Animation Reel



Description: A Lip Sync animation I created in 2016 using Maya.

Task Involved: I animated the character and lite the scene.



Description: A segment from "The Munchies" animated short film for the SCAD ANIM 737 OL Collaborative Project created in 2016. The scene was produced using Maya.

Task Involved: I rigged, skinned, and animated the character and applied character effects using lattices. I also animated the throwing stars (except for the 3D smear) and the camera. In addition, I co-created the action line effect along with the film's director.



Description: A short animation I created in 2015 using Maya based on a series of life drawings.

Task Involved: I rigged, skinned and animated the character. I also textured the background and lite the scene.



Description: A fight scene utilizing Viper, a character I created in 2014. The scene was made in Maya.

Task Involved: I modeled, textured, skinned, rigged, and animated the characters.



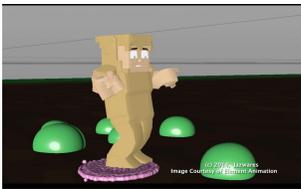
Description: A animation I created using a rig from Gameloft via an animation test. The animation was created in 2015 using 3D Studio Max.

Task Involved: I rigged and animated the character and props.



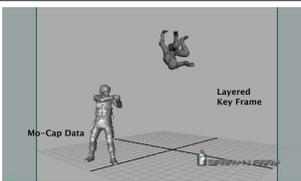
Description: This animation was an animation test for consideration with Cairo Cartoon, Inc. The scene was made in Maya in 2016.

Task Involved: I animated the speaking character and added the sub titles.



Description: This animation was an animation test for Element Animation, Inc. The scene was made in Cinema 4D in 2014.

Task Involved: I animated the character's body and facial expressions except for the mouth (this was done by another animator).



Description: This animation showcased the transfer and manipulation on motion capture data to a second character. This was done for a character rig for a video game produced by Spray N' Pray Studios in 2014 using Maya. The animation would ultimately import into Unity.

Task Involved: I incorporated the motion capture data from the first character (on the left) to the character on the right and layered keyframe animation over the right character's movements to make the new pose.



Description: A segment from an animation I created in 2016. The animation was made in Maya.

Task Involved: I rigged and animated the cat character and animated to box top. I also textured and lite the scene.



Description: A segment from an animation I created for the 11 second club competition for June, 2012. The animation was created in Maya.

Task Involved: I animated the characters and prop and modified the textures of the Malcolm rig. I also lite the scene.



Description: A segment from an animation I was commissioned to create for the High Museum of Art. The animation was created in 2014 in After Effects and Photoshop.

Task Involved: I animated the character's mouth and eyes using After Effects and Photoshop in a manner of cut out key frame animation.



Description: A series of life drawings from my sketch book. These drawings were created in 2015 using pencil and paper.

Task Involved: I drew all the figures seen in the series of drawings from life by hand. They were timed between 2 to 10 minutes per drawing.

Disclaimer:

- Soundtrack was provided by Radiobeats at Radiobeats.com
- The purpose of the is reel is to showcase my skill in character animation. This not for profit.
- All other works other than that created by me (Paul Brown 3rd) is owned by the respected copyright holders.

Thank you for watching.

Paul Brown 3rd