

Production Test

- Character rigging, materials, camera, lighting and animation.
- Animated in Maya, rendered with Mental Ray.
- UI elements created and partially animated in Photoshop.
- Compositing of muzzle flashes and close-ups in After Effects.

Gnomeo & Juliet

- Mocap rigs created and customized for humans and canine.
- Directed and acted in mocap shoot.
- Developed tools using HSL for tracking the canine.
- Tracked and cleaned mocap data for humans and canine in Vicon Blade.
- Retargeted animation from the mocap rigs to the animation rigs in MotionBuilder.
- Mocap adjustments in MotionBuilder and Maya.

Sherlock

- Character animation, including robust facial controls and lip-sync.
- Setup cameras, lighting and rendering.
- Animated in Maya, rendered with Mental Ray.
- Audio sample taken from Sherlock, edited in Soundbooth.
- Rigs provided by Animation Mentor, gun downloaded from TurboSquid.

Avenger's Initiative: Kronan

- Character animation, including basic facial controls, and phantom weapon.
- Animated and rendered using 3D Studio Max, composited in After Effects.
- Client provided camera, and a precise number of frames.
- Was given the timing and general angle of hits, but could interpret as desired.

Avenger's Initiative: Skruhl

- Character animation, including basic facial controls.
- Animated and rendered using 3D Studio Max.
- Client provided camera, and a precise number of frames.

Kinect Star Wars

- Animated ships and camera along motion paths in Maya.
- Reused limited assets to make it appear there were many ships.
- Developed tools using MEL and Python for automating cutscene processes.
- Worked with designers to apply in the Infernal Engine.

Walk Cycle

- Character animation, camera, lighting and rendering.
- Animated in Maya, rendered with Mental Ray.
- Rigs provided by Animation Mentor.