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Demo Reel Breakdown:

Sequence01 – *Beowulf* – For the first shot, I lit arrows, dead bodies and weapons using Katana.. The second shot I lit using Katana and composited in Bonsai.

Sequence02 – *The Rattrees* – I modeled, rigged and animated characters in Maya. I lit with Mental Ray.

Sequence03 – *The Fish* – I modeled, rigged and animated a goldfish in Maya. I lit with Mental Ray.

Sequence04 – *Wrinkles*- I rigged and animated characters in Maya. I lit with Mental Ray. As we animated on stepped curves I wrote a mel script to render only keyframes. I also wrote a python script to duplicate frames and fill out a contiguous sequence for compositing.

Sequence05 – *The Alien* – I rigged and animated the alien character in Maya. I lit with Mental Ray.

Sequence06 – *Desert Schools Credit Union* – I rigged unfolding insulation and wrote a mel script to animate 2700 tiles filling in randomly but progressively. I lit with Mental Ray.

Sequence07 – *The Little Frog* – I modeled, rigged and animated the characters in Maya. I lit the scenes with Mental Ray.

Sequence08 – *The Stonecutter* - I modeled, rigged, textured, lit and animated all characters, effects and props in Maya. I constructed 3-d environments in Maya from 2-d Matte Paintings created by another artist. I also designed the characters and storyboarded the sequence. I composited the sequence using Shake.

