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## **Demo Reel Breakdown**

### **Sequence01 - The Little Frog**

Modeled, rigged and animated frog characters in Maya.  
Lit scenes in Maya and rendered in Mental Ray.  
Provided animation support for other animators.

### **Sequence02 - Kathy Smith**

Rigged animals in Maya

### **Sequence03 - The Rattrees**

Modeled, rigged and animated characters in Maya.  
Lit scenes in Maya and rendered in Mental Ray.

### **Sequence04 - The Fish**

Modeled, rigged and animated characters in Maya.  
Lit scenes in Maya and rendered in Mental Ray.

### **Sequence05 - The Stonecutter**

Designed, modeled, rigged and animated anthropomorphic animal characters using Maya.  
Created mel script-based rig for characters.  
Created mel script for saving animated scenes as a mel script referencing other files to save file space.

### **Sequence06 - Wrinkles**

Modeled, rigged and animated characters in Maya.  
Styled character hair in Maya.  
Lit scenes in Maya and rendered in Mental Ray.  
Wrote mel script to render only keyframes for stepped curve animation.  
Wrote python script to duplicate frames to make a continuous image sequence for compositing. Provided animation support for other animators.

### **Sequence07 - Desert Schools Credit Union**

Modeled interior environment for set extension in Maya.  
Rigged and animated self-building walls in Maya.  
Wrote mel script to animate 2700 tiles for self building floor.  
Lit scenes in Maya and rendered in Mental Ray.

### **Sequence08 - The Alien**

Rigged and animated character in Maya.  
Lit scenes in Maya and rendered in Mental Ray.