



## Demo Reel Shot Breakdown

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### Labor of Love (Shot B4)

All animation of Cupid was done by me in Autodesk Maya. Cupid model by Justin Ellis, rig by Eric Flores.

*A short animation about Cupid and his job as a Real Estate Agent in the modern world.*

### Labor of Love (Shot A5)

All animation of Cupid was done by me in Autodesk Maya. Cupid model by Justin Ellis, rig by Eric Flores.

### High Noon, Explodinator

All animation of the gun "The Explodinator" completed by me in Autodesk Maya. Concept by Mike Shanks, rig by Scott Washington.

*A Steam-Punk FPS created by the Chico State Game Studios at California State University, Chico.*

### ECGA, Introduction Animation

All animation done by me. Look and design developed by Jade Reed and Alisha Thayer.

*An Animation created by me in Adobe Photoshop developed for the Excellence in Computer Graphics Awards DVD.*

### Lofty (Shot OS4)

All animation/ motion capture clean-up done by me in Autodesk Maya and MotionBuilder. Model of Lofty by Brandon Lester, rig by Alan Weider.

*A scene in the short animation called "Lofty" directed by Trevor Tuttle for the CSU Summer Arts of 2009.*

### Crab Cove (Scene 42)

All animation done by me. Model of Ms. Firefly by Toulee Chang, rig by Jeff Clifton.

*A scene in the 3D children's series directed by Glenn Lucas for the series "Crab Cove", Episode 3 "Batten Down the Hatches". Copyright Lucas Telepictures.*

### Whiskey Endeavors (Scene 13)

All animation of Bob the Whisk was done by me in Autodesk Maya. Models and rigs by Sarah Delucchi and David Hyatt.

*A short Animation about a Whisk named "Bob" and his struggle for attention.*