

**SHOWREEL SHOT BREAKDOWN:**

<b>1</b>	<p><b>TITLE: HIGHWAY SAFETY ANIMATION (FRONT COLLISION)</b> <b>JOB: CHARACTER ANIMATION, RENDERING, COMPOSITING, MODELING</b> <b>DETAILS:</b> Researched the effects of collisions on the human body and used my character animation knowledge to bring to life the figure. Also applied shape animation and other techniques in XSI to break bones and lacerate organs.</p>
<b>2</b>	<p><b>TITLE: MUSCLEMAN ANIMATION</b> <b>JOB: CHARACTER ANIMATION, TEXTURING, RENDERING</b> <b>PROJECT DURATION: 1 WEEK</b> <b>DETAILS:</b> With this sequence, I wanted to show that I could animate a character in a “cartoony” manner. I used filmed myself for reference material.</p>
<b>3</b>	<p><b>TITLE: HIGHWAY SAFETY ANIMATION (FRONT COLLISION)</b> <b>JOB: CHARACTER ANIMATION, RENDERING, COMPOSITING, MODELING</b> <b>DETAILS:</b> Researched the effects of collisions on the human body and used my character animation knowledge to bring to life the figure. Also applied shape animation and other techniques in XSI to break bones and lacerate organs.</p>
<b>4</b>	<p><b>TITLE: CRABBY KEEPER</b> <b>JOB: CHARACTER ANIMATION, MODELING, TEXTURING, LIGHTING, SFX</b> <b>PROJECT DURATION: 10 WEEKS</b> <b>DETAILS:</b> In this sequence I was responsible for modeling, texturing, and lighting the entirety of this grungy interior of the lighthouse.</p>

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TITLE: **MUSCLEMAN ANIMATION**

JOB: **CHARACTER ANIMATION, TEXTURING, RENDERING**

PROJECT DURATION: **1 WEEK**

DETAILS: With this sequence, I wanted to show that I could animate a character in a “cartoony” manner. I used filmed myself for reference material.

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TITLE: **HIGHWAY SAFETY ANIMATION (SIDE IMPACT)**

JOB: **CHARACTER ANIMATION, RENDERING, COMPOSITING, MODELING**

DETAILS: This sequence shows the breaking of ribs and pelvic bone due to a side collision.

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TITLE: **HIGHWAY SAFETY ANIMATION (SIDE IMPACT)**

JOB: **CHARACTER ANIMATION, RENDERING, COMPOSITING, MODELING**

DETAILS: For this sequence I had to show the brain getting squished against the side of the skull due to a side impact car collision.

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TITLE: **NICOX**

JOB: **COMPOSITING, BROADCAST DESIGN**

DETAILS: Conceptualized, designed, and executed all the effects in this logo treatment.

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TITLE: **SOLDIER GAME ANIMATION**

JOB: **CHARACTER ANIMATION, TEXTURING, RENDERING**

PROJECT DURATION: **1 WEEK**

DETAILS: Done in my free time, these different animations show my skills at being able to make different animations for a game.

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TITLE: **GOSMILE**

JOB: **MODELING, TEXTURING**

DETAILS: Modeled and textured much of the toothbrush. As well as helped with figuring out how to make the bristles of the brush dynamic and behave realistically.

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TITLE: **KCI LIBRARY**

JOB: **MODELING, TEXTURING, RENDERING**

DETAILS: Modeled as well as textured this medical boot for patients who are suffering from diabetes.

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TITLE: **CRABBY KEEPER**

JOB: **CHARACTER ANIMATION, MODELING, TEXTURING, LIGHTING, SFX**

PROJECT DURATION: **10 WEEKS**

DETAILS: One of my favorite pieces of animation. I was responsible for animating the boy crab who is at first fearful of the lighthouse keeper but eventually forms a long-lasting friendship with him due to his unique ability. This was a project during one semester at Drexel.

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TITLE: **HIGHWAY SAFETY ANIMATION (FRONT COLLISION)**

JOB: **CHARACTER ANIMATION, RENDERING, COMPOSITING, MODELING**

DETAILS: This sequence from the Highway Safety project shows a skull fracture due to impact with the steering wheel.

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TITLE: **KCI LIBRARY**

JOB: **MODELING, ANIMATING, TEXTURING, RENDERING, COMPOSITING**

DETAILS: MODELED, SHADED, AND ANIMATED THE BED. I ALSO RETEXTURED THE GLASSMAN AND COMPOSITED THE SCENE TOGETHER.

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TITLE: **MUSCLEMAN ANIMATION**

JOB: **CHARACTER ANIMATION, TEXTURING, RENDERING**

PROJECT DURATION: **1 WEEK**

DETAILS: With this sequence, I wanted to show that I could animate a character in a "cartoony" manner. I used filmed myself for reference material.

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TITLE: **KCI**

JOB: **ANIMATING**

DETAILS: Animated these water drops by exploring soft bodies in XSI and other dynamic effects.

