




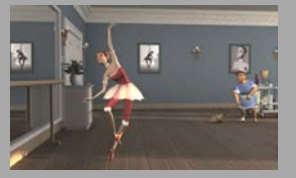



Demo Reel Breakdown

| Project | Techniques /Tools | Artistic Responsibilities |
|---|-------------------|---|
| Assignments from Animation Mentor's Animal and Creature class | | |
|  | Maya | Assignment: Animate two characters interacting with each other; Animation, lighting and compositing. |
|  | | Assignment: An Animal or Creature Behavior; Animation, simple set modeling and props rigging. |
|  | | Assignment: Advanced Quadruped Walk; Animation and simple set modeling. |
|  | | Assignment: Vanilla flight |
|  | | Assignment: Quadruped Locomotion; Animation and simple set modeling. |

| Project | Techniques /Tools | Artistic Responsibilities |
|---|--|--|
| Short film--Midnight Ballet | | |
|  | XSI 6.5 Maya After Effect | I'm responsible for story creating, designing and modeling characters, settings, and all the background elements; Rigging, weighting; Animation ; Set up cloth simulation; Lighting, Rendering, and compositing. |

| Project | Techniques /Tools | Artistic Responsibilities |
|---|-------------------|---|
| Personal acting clip: out of context | | |
|  | Maya | Animation ; Set up Lighting, Rendering |