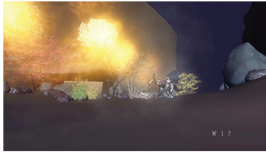


# BREAKDOWN



## 00:00:03 "DRAGON AND FIREFLY" — REALISTIC ANIMATION EXERCISE:

I animated the characters, camera and props, lit the scene in Maya, animated particles to create fire with Maya Dynamics, rendered VFX with Maya Software, and composited VFX and animation in After Effects.



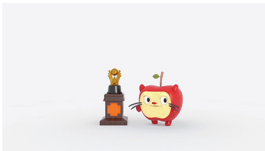
## 00:00:29 "SERIOUS TO EMBARRASSED" — CHANGE OF EMOTIONS — EXERCISE:

I animated the character, lit the scene in Maya, rendered with Mental Ray, and composited render layers in After Effects.



## 00:00:32 "HORSE TROT WITH RIDER" — REALISTIC ANIMATION EXERCISE:

I animated the characters, lit the scene in Maya, rendered with Mental Ray, and composited render layers and Applied VFX in After Effects.



## 00:00:39 "JUNIOR GIANTS-FOODY CATS" — CHARACTER ANIMATION:

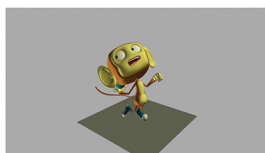
I animated the character of Apple Cat.



## 00:00:40 "SLOPPY BABIES" — LIP SYNC AND FACIAL ANIMATION EXERCISE:

I animated the character, rigged the glasses, lit the scene in Maya, rendered with Mental Ray, and composited render layers and Applied VFX in After Effects.

## 00:00:50 "DRAGON AND FIREFLY" — (CONTD.)



## 00:00:57 "SCARED RUN CYCLE" — CHARACTER ANIMATION FOR DIGI SHOGUNS:

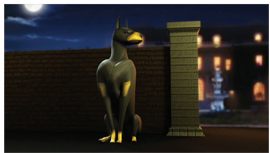
I animated the character and lit the scene.

(CONTD.)



**00:01:08 "DISGUSTING SURPRISE" — CHARACTER ANIMATION:**

I animated the character.



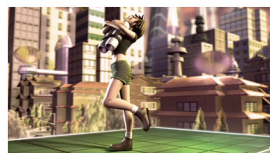
**00:01:17 "GUARD DOG" — QUADRUPED CHARACTER ANIMATION EXERCISE:**

I animated the character, modeled and textured the wall, lit the scene in Maya, rendered with Mental Ray, and composited render layers and Applied VFX in After Effects.



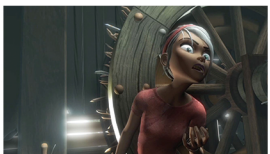
**00:01:13 "JUNIOR GIANTS- FOODY CATS" — CHARACTER ANIMATION:**

I animated the characters, camera and the ball.



**00:01:29 "ROCKET GIRL" — PHYSICAL ACTIVITY CHARACTER ANIMATION EXERCISE:**

I animated the character, modeled/rigged the prop, lit the scene in Maya, rendered with Mental Ray, and composited render layers and Applied VFX in After Effects.



**00:01:43 "THE LAST TYRANT" — LIP-SYNC AND SCENE ASSEMBLY EXERCISE:**

I animated the characters, camera and props, modeled, textured, and rigged the props (wheel and nut), lit the scene in Maya, rendered with Maya Software, and composited render layers and Applied VFX in After



**00:01:48 "SLICK THIEF" — CHARACTER ANIMATION:**

I animated the character, and modeled and rigged the prop (slim jim/car jack).

**00:01:55 "ROCKET GIRL" — (CONTD.)**