

Breakdown

“The Dance of Fire and Air” Student Film | 0:04 - 0:15

5th Animated Project in Pursuit of a MA at Escape Studios.

- **Character Animation (0:04 - 0:15)** - all character animation for both Aang and Azula
- **Visual Effects Animation (0:04 - 0:15)** - keyframe animation for fire, air, and earth effect
- **Camera Positioning/Animation (0:04 - 0:15)** - keyframe animation for camera positioning and movement (pan, zoom, close-up and tilt)
- **Set Design (0:04 - 0:15)** - modeled entire environment (mountains, floors, fences, and vegetation)
- **Lighting (0:04 - 0:15)** - all aspects
- **Software** - Maya, Photoshop, Flair.io, and Premiere Pro

“Killer Kingdom” Student Film | 0:16 - 0:25

3rd Animated Project in Pursuit of a MA at Escape Studios.

- **Creature Animation (0:16 - 0:25)** - all creature animation for both velociraptor and warthog
- **Prop Animation (0:16 - 0:18)** - animation for warthog’s heart
- **Camera Positioning/Animation (0:16 - 0:25)** - keyframe animation for camera positioning and movement (pan, close-up and tilt)
- **Set Design (0:16 - 0:25)** - landscape and vegetation (trees, mountains, shrubs, and rocks)
- **Lighting (0:16 - 0:25)** - all aspects
- **Software** - Maya, Photoshop, Arnold Renderer, and Premiere Pro

“Open Circuit” Student Group Film | 0:26 - 0:31

Collaborative Animated Project in Pursuit of a MA at Escape Studios. (4th Animated Project)

- **Character Animation (0:26 - 0:31)** - adult male walking across the set melancholically

- **Robot Animation (0:26 - 0:31)** - pet like behavior for the robot showing affection towards the adult male character
- **Camera Positioning/Animation (0:26 - 0:31)** - keyframe animation for camera positioning and movement (static)
- **Previs (0:26 - 0:31)** - worked with director to test animation within shots
- **Layout (0:26 - 0:31)** - basic prop position and set design
- **Software** - Maya, Photoshop, and Premiere Pro

“What Was Dat?” Student Film | 0:31 - 0:35

2nd Animated Project in Pursuit of a MA at Escape Studios.

- **Character Animation (0:31 - 0:35)** - all animation including lip-sync for the adult male character
- **Set Design (0:31 - 0:35)** - use of downloaded props and custom models combined (chairs, mountains, trees, cactus, windmill, pavement, lantern, barrels, and other surrounding props)
- **Camera Positioning/Animation (0:31 - 0:35)** - keyframe animation for camera positioning and movement (medium-shot)
- **Lighting (0:31 - 0:35)** - all aspects
- **Software** - Maya, Photoshop, Arnold Renderer, Premiere Pro

“Open Circuit” Student Group Film | 0:36 - 0:41

Collaborative Animated Project in Pursuit of a MA at Escape Studios. (4th Animated Project)

- **Robot Animation (0:36 - 0:41)** - pet like behavior for the robot showing affection towards the adult male character
- **Camera Positioning/Animation (0:36 - 0:41)** - keyframe animation for camera positioning and movement (close-up)
- **Previs (0:36 - 0:41)** - worked with director to test animation within shots
- **Layout (0:36 - 0:41)** - basic prop position and set design
- **Software** - Maya, Photoshop, and Premiere Pro