

## REEL PLAYLISTS

### **Games Animation (2:09)**

#### **Character/Title (Duration)**

- Program used for animation/medium
- Work done

#### **Samurai (0:11)**

- 3d Studio MAX
- All (includes animation, models, rigs and textures)

#### **Fox (0:38)**

- 3d Studio MAX
- All (includes animation, models, rigs and textures)

#### **Dinosaur Flyer/Alien Transport (0:05)**

- 3d Studio MAX
- All (includes animation, models rigs and textures)

#### **Dinosaur Quadriped/Alien Transport (0:12)**

- 3d Studio MAX
- All (includes animation, models and rigs)

#### **Banisher – Playstation 2 demo (0:42)**

- 3d Studio MAX, Gamebryo middleware
- Animation only (models/textures by Casey Holtz)

#### **Samurai – cut scene test (0:19)**

- 3d Studio MAX
- All (includes animation, models, rigs and textures)

Reel BG music by Eric Moore.

### **Character Animation (1:22)**

#### **What's in the Box? (0:22)**

- Maya
- Animation only ("Hogan" character provided by the Academy of Art College)

#### **Jump On (0:06)**

- Pencil Test – traditional animation
- All

#### **Nice Catch (0:07)**

- Maya
- Animation only ("Milt" character provided by the Academy of Art College - Typical)

#### **Ax Handled (0:08)**

- Maya
- Animation only ("Milt" character provided by AAC)

#### **The Date (0:08)**

- Clay – stop motion animation
- Animation & "Conan" model (Blue characters by Cora Craig)

#### **Bear Attack (0:04)**

- Maya
- All

#### **Conan Saves St. Patrick's Day (0:04)**

- Clay – stop motion animation
- All

#### **Business is Business (0:08)**

- Maya
- Animation only ("Milt" character provided by AAC)

#### **Thumbs-up walk (0:10)**

- Maya
- Animation only ("Milt" character provided by AAC)

Reel BG music – "Mrs. Robinson" by Simon & Garfunkel