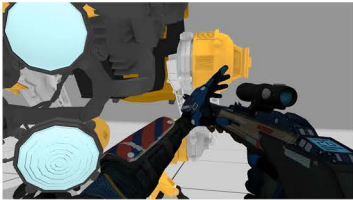


SHOT SHEET - GAME ANIMATION REEL



Scout Pilot - Vehicle Boarding **M Pr**

Individual Project

Responsible for: Animation, Lighting

Scout Pilot Rig courtesy of Kiel Figgins, Urban Pacification Unit courtesy of misterJackson

00:00-00:08



Cinematic Takedown **M Pr**

Individual Project

Responsible for: Animation

Scout Pilot and SpiderMech Rigs courtesy of Kiel Figgins

00:08-00:24



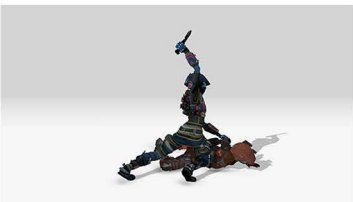
Mocap Cleanup - Brute Chieftain Boss Intro **M**

Internship Project

Responsible for: Animation

Models and Rigs provided by 343 Industries for Educational Purposes

00:25-00:34



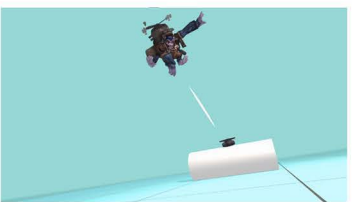
Assassination **M**

Individual Project

Responsible for: Animation

Scout Pilot and SpiderMech Rigs courtesy of Kiel Figgins

00:34-00:39



Flying Monkey 3 - Hit Combo **M Pr Ps**

Individual Project

Responsible for: Animation, Lighting, FX, Compositing

Flying Monkey Rig courtesy of Kiel Figgins, Maya Viewport VFX Rigs Pack courtesy of Shadrak Guichard-Foster, Banana Rig for Maya courtesy of Lord Luigi

00:40-00:43



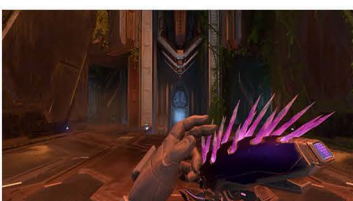
Mocap - Cover, Grenade, Shoot **M NICON**

Individual Project

Responsible for: Acting, Mocap Data Cleanup, Animation

Scout Pilot Rig courtesy of Kiel Figgins, Maya Viewport VFX Rigs Pack courtesy of Shadrak Guichard-Foster

00:44-00:54



First Person - Needler Posing **M**

Internship Project

Responsible for: Animation

Models and Rigs provided by 343 Industries for Educational Purposes

00:54-01:00



SHOT SHEET - GAME ANIMATION REEL



Assault Rifle Sequence **M**

Individual Project

Responsible for: Animation

H5 Master Chief + AR & BR Rig/Models courtesy of ThatFidgetyGuy, Rip Van Winkle, navie9888ch

01:00-01:06



Mocap - Shock Death **M** **NICON**

Individual Project

Responsible for: Acting, Mocap Data Cleanup, Animation

Scout Pilot and Lightning Rig courtesy of Kiel Figgins

01:06-01:11



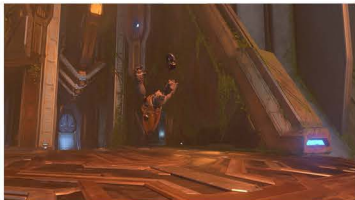
Robot Death **M**

Individual Project

Responsible for: Animation

Lil Red Bot Rig courtesy of Kiel Figgins

01:11-01:15



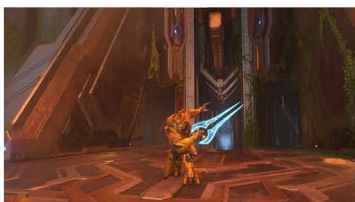
Enemy Gameplay - Grunt Death **M**

Internship Project

Responsible for: Animation

Models and Rigs provided by 343 Industries for Educational Purposes

01:15-01:17



Enemy Gameplay - Elite Melee **M**

Internship Project

Responsible for: Animation

Models and Rigs provided by 343 Industries for Educational Purposes

01:17-01:20



Shoot and Reload **M** **Pr** **Ps**

Individual Project

Responsible for: Animation, Lighting, FX, Compositing

Scout Pilot Rig courtesy of Kiel Figgins, Muzzle Flash courtesy of StickPNG

01:29-01:44

