

Demo Reel Breakdown

Scene 1:

Final Advanced Animation Project included designing, modeling, texturing, rigging, and finally animating a character to a short audio clip from a movie of our choice. What was my choice you ask? V for Vendetta of course.

Scene 2:

Student Project including collaborating with local projection company DWP Live. A group of eight Animation students created their own unique sequences along with music created by Recording Industry students. We then projected these sequences onto white surface we all created using the software and projectors of DWP Live.

Scene 3:

Still Life Project in which students were assigned to recreate visually realistic scene of object of our choice. I chose my hair straightener, then modeled, textured, and lit scene.

Scene 4:

Brundle Creature Project included choosing two to three different animals at random and combining them in a 3D setting. My animals include a snake, bee, and turtle.

Scene 5:

Details of character's 2D and 3D design process as shown in Scene 1

Scene 6:

This was a student project including 6 MTSU SIGGRAPH Student Chapter members where a recording industry student asked our group to design and produce a new introduction to his local live music channel called Local Color. My role in this project was the Art Director and 3D modeler.