



CG ANIMATOR

513-257-1722

DOUBLEACIN@GMAIL.COM

AARONLENARD.BLOGSPOT.COM

CG ANIMATION - BREAKDOWN SHEET



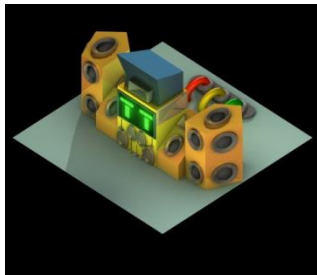
Shot 1: Player/Object Interaction in UDK

A test of 3 different variations of a character interacting with 2 sliding doors.



Shot 2: Mechanical Object (Bridge-Stair-Door) IN UDK

The 1st attempt at using the Unreal Editor. I modeled, rigged, and animated the door transformations in Maya and imported them into the UDK Engine.



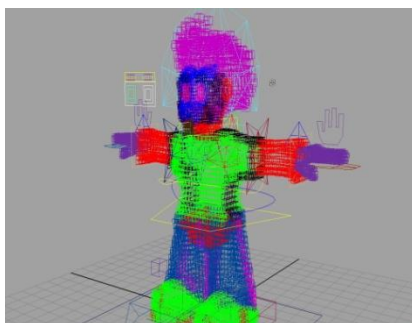
Shot 3: Isometric Character "BassBase"

A set of animated sequences segmented for an isometric game. I modeled, rigged, and animated it



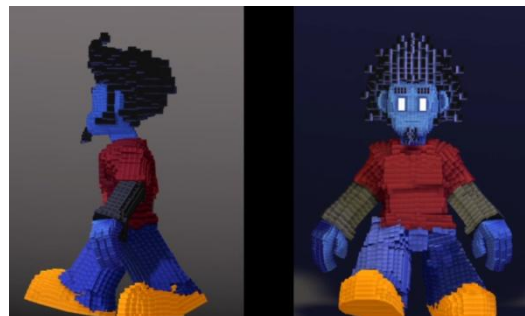
Shot 4: Animation Cycles for Games

A run cycle test and a variation of that run (gorilla run).



Shot 5: Garcian Model & Rig

This is a maya view of the Modeling and rigging setup of Garcian, an 8-bit CG character for my thesis film. The character was modeled using basic cubes, then rigged and manually deformed without a smooth bind skin.



Shot 7: Garcian Animation Test

A walk cycle to test problems with Garcian's movements and render setup.

Pre-Rigs used: *Denny Rig* by Denny Lindberg