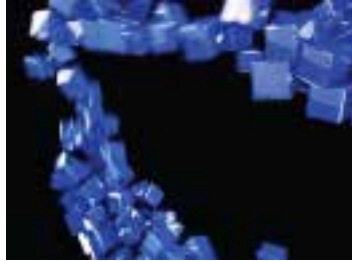


Shot breakdown of my involvement in the visuals of each of the shots from my Motion Graphics reel:
(January 2014 <https://vimeo.com/83952183>)



00:05 -> Everything
(Concept, dynamics,
animation, compositing
and sound design)



00:06 -> Everything
(Concept, dynamics,
animation, compositing
and sound design)



00:08 -> Everything
(Concept, 3D scene,
animation, compositing)



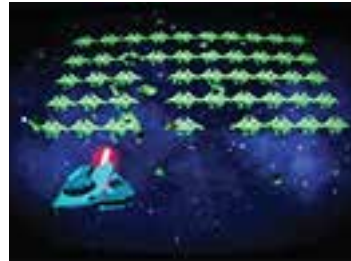
00:12 -> Particle
animation (sparks, smoke)
compositing (spotlight,
ambiance)



00:15 -> Everything
(concept, 3D model of
logo, animation,
compositing)



00:19 -> Everything
(Concept, animation)



00:21 -> Everything
(concept, animation,
compositing)



00:23 -> Everything
(concept, animation,
compositing)



00:25 -> Logo animation,
particles (paper falling), 3d
camera matchmove,
compositing



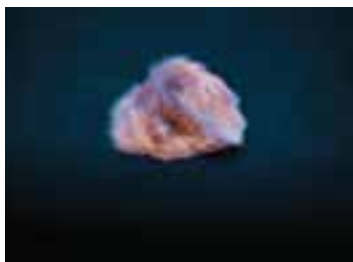
00:27 -> 3d camera
matchmove, music notes,
ambiance, color streaks,
compositing.



00:29 -> 3d camera
matchmove, Numbers, blast
wave, ship animation,
space ambiance, laser
shots, compositing



00:33 -> Particle
animation (stars and green
sparks), compositing and
camera animation



00:38 -> Everything (3d
model, hair simulation,
animation, ambiance,
compositing)



00:40 -> Everything
(concept, 2d animation,
2.5 scene, particle
animation) except soccer
ball model



00:42 -> Particle
animation, ambiance
transition, compositing



00:45 -> Particle
animation (paper falling
and "magic sparks" from
character) roller coaster
model and animation,
compositing

Shot breakdown of my involvement in the visuals of each of the shots from my Motion Graphics reel:
(January 2014 <https://vimeo.com/83952183>)



00:47 -> Concept, 2.5 scene, compositing



00:48 -> Particle animation (rocket fire and smoke), compositing



00:49 -> Everything (concept, shoot, acting, animation, compositing)



00:50 -> Everything (concept, model, animation, compositing)



00:51 -> Everything (concept, animation, 2.5 scene, compositing)



00:54 -> Everything (concept, animation, 2.5 scene, compositing)



00:55 -> Everything (concept, design, animation, 2.5 scene, compositing)



00:59 -> Everything (concept, shoot, 3d camera matchmove, animation, compositing)



01:01 -> Everything (concept, shoot, 3d camera matchmove, animation, compositing)



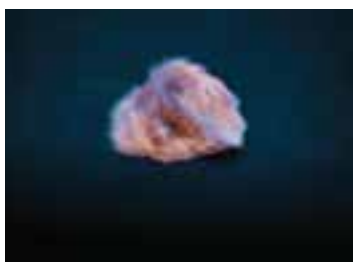
01:02 -> Everything (concept, design, animation, compositing)



01:04 -> Everything (concept, design, animation, compositing)



01:05 -> Everything (concept, design, animation, compositing)



01:07 -> Everything (concept, design, animation, compositing)



01:09 -> Everything (concept, design, animation, compositing)



01:10 -> Everything (concept, design, animation, compositing)



01:11 -> Everything (concept, model, cloth simulation, animation, compositing)