

Breakdown: Rough Layout Demo Reel

Peanut Butter Jelly

My thesis production for an MFA in Digital Production Arts at Clemson University, "Peanut Butter Jelly" is a one minute animated short film in which I directed and worked as an artist with 13 graduate student volunteers.

Occupied Roles:

- Director
- Story
- Look Dev
- Surfacing
 - Procedurally surfaced all coral, rocks and sand by writing Renderman shaders
- Layout
 - Set and animated cameras and character blocking animation for all shots
 - Used simple Maya dynamics and tricks for less interpretive pre-visualization of the film
 - Built 3 node camera rig with procedural shake
 - Scripted tools for optimizing camera setup, coral placement and randomizing/controlling coral color
- Character Animation
 - Excluding background jellyfish
 - Animated 15 of 19 shots
- Lighting
 - Created Lighting rig and process for artist implementation across all shots
 - Lit 13 of 19 shots
- Compositing
 - Developed compositing scheme, including the 'underwater look', to be used across all shots by all artists
 - Composited 13 of 19 shots

Tools Used: Maya, Nuke, Houdini, Renderman, Photoshop, Python, Mel

Robo+Repair

A 10 week production experience from concept to completion of a 15 second short film. Professional DreamWorks mentors guided two teams of 5 students through each aspect of production as it occurs in the pipeline. Each student was tasked with several production roles as the short was carefully developed.

Storyboarding, environment modeling, layout, animation, and sound were my areas during the production. This amazing experience helped develop my artistic and technical skills as well as show me the iterations and creative feedback necessary to produce an industry level of quality.

- Layout and animation created in Maya
- Rendered with Mental Ray

Kung Fu Panda 3

NOTE: This clip has nothing to do the film

- Initial exercise as I began my internship at DreamWorks
- I was given a rigged character and title letters and was asked to create a short animation
- Created in Maya
- Rendered with Maya Software
- Unable to show the sequences from the film that I worked on until it's release