

SHOT BREAKDOWN



Shot 01: Group project done in 3d Studio Max. I animated, modeled, Rigged, and shaded the chiropractor. I used Brad Noble's Skeleton rig to speed up the process.

All textures were done by Mark Barrett. Patient was modeled and rigged by Ben Freedman. The environment was modeled by Neil Adler



Shot 02: Group project, I did this animation using character studio in 3d Studio Max. Monkey Modeled by Johnathan Cooper and Royal Winchester. Monkey Textures by Audrey Cox. Stage modeled and textured by Mike Monroe.



Shot 03: Lift exercise - I did this animation in Maya 7.0 with the "Hogan" rig provided by <http://www.mothersmushroom.com>



Shot 04: Acting exercise - I did this animation in Maya 7.0 with the "Generi" rig provided by Andrew Silke.



Shot 05: Personal project - I did everything (Story, Storyboards, Animation, Modeling, Rigging, Shaders, and Lighting) again I used Brad Nobles skeleton rig to streamline the process. I used 3d Studio Max for this project

Music: Brian Setzer Orchestra - Sing sing sing with the swing
End Quote - Jack Black from School of Rock