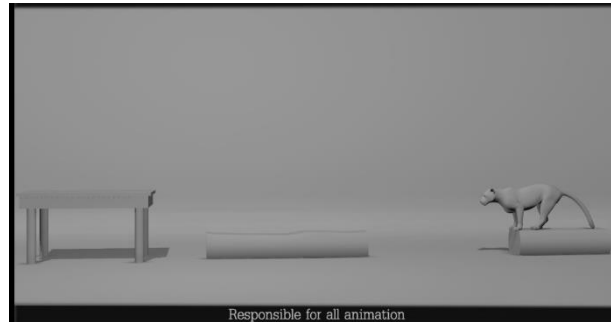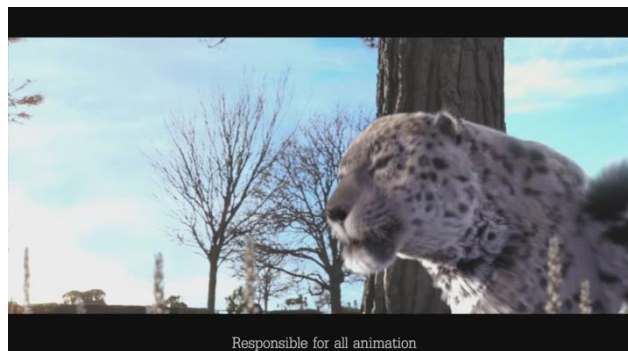# Shot Breakdown

Shot 1 - Leopard rig by Truong

- A personal project designed to improve my creature animation skills
- Model and Rig Sourced
- The animation was hand keyed within Maya
- A reference video was used to base the animation upon a real life tiger.
  https://www.youtube.com/watch?v=jYjL2csw6tA

Shot 2 - Leopard rig by Truong

- The project was a collaboration with a fellow student who contributed with the look dev, composition and fur dynamics for our dissertation final year project. The project was client based with a provided brief set out by our client to integrate an animated snow leopard with anthropomorphic expressions.
- Model and Rig Sourced
- The animation was hand keyed within Maya
- Assistance only came from feedback and critics.
- For animating the leopard I sourced a lot of reference footage of snow leopards to get an understanding of it locomotion, as well as visiting marwell zoo to gather my own references of snow leopards.

Shot 3 - 4 - Rig made by Kieran Knight
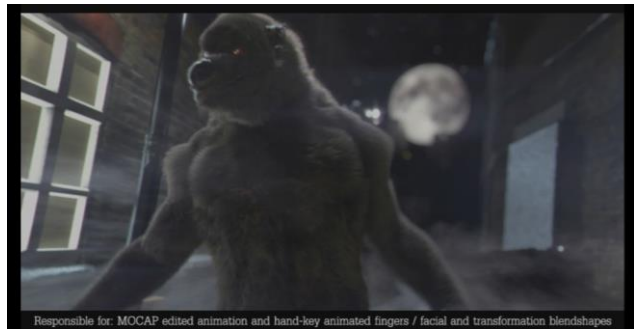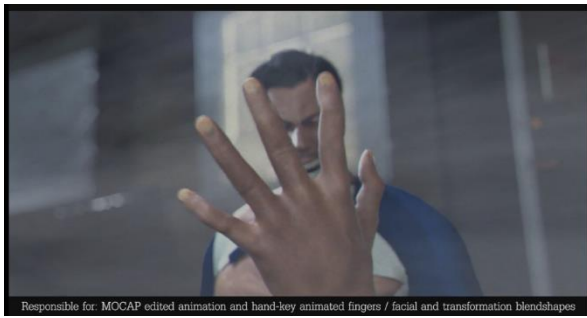
- The project was for a unit on my course whereby we were tasked to create a trailer for a film that pre-dated modern VFX, forming into a team of 5 members each with specialist departments to create our trailer. (Full trailer seen here: https://vimeo.com/204882922)
- Model and Rig developed by team members
- All of the animation was a combination of edited motion capture and hand key animation.
- Assistance only came from feedback and critics from course lecturers.
- Since the project was designed to portray the film's original trailer we used that as a foundation from which to build upon.

Shot 5 - Rig made by Troung

- A personal project designed to improve my looped animations for game uses.
- Model and Rig Sourced
- The animation was hand keyed within Maya

Shot 6 - Spider rig by Truong

- A personal project served only as for practise and improvement.
- Model and Rig was sourced.
- The animation was hand keyed within Maya
- Assistance only came from feedback and critics.

Shot 7 - Rig from the Bodymech pack
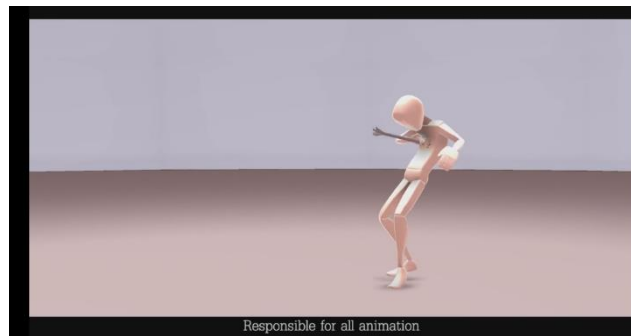
Responsible for all animation

- A personal project served only as for practise and improvement.
- Model and Rig was sourced.
- The animation was hand keyed within Maya
- Assistance only came from feedback and critics.

Shot 8 - Ilana rig by Faceware Technologies

Responsible for all animation

- A project for one of my course units whereby we had to do facial lip sync to a chosen dialogue.
- Model and Rig was sourced.
- The animation was hand keyed within Maya
- Assistance only came from feedback and critics, as well as referencing and studying the actresses dialogue scene. (The scene can be seen here, 2mins 42 seconds onwards https://www.youtube.com/watch?v=qiUT7Bj7fbM)