

Demo Reel Breakdown Sheet

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Shot 1 – Thor, God of Thunder

MotionBuilder

Character animated in Motionbuilder by splicing together several mocap clips and heavy use of the Timewarp feature.

Shot 2 – WWE 2K16

MotionBuilder

Edited mocap animations in MotionBuilder and adjusted attributes in game engine.

Shots 3 & 4 – Aliens: Colonial Marines

MotionBuilder

Edited mocap animation for in-game cutscene, before and after shots.

Shot 5 – Amphibienz

Maya

Part of a school project. Alien run cycles done by keyframing.

Shots 6 & 7 – Minimum - an unrealised game by TimeGate

3D Studio Max

Hand-Keyed gameplay animations
Characters rigged with Biped and CAT.
(Animations shown on bare Biped and CAT rigs)

Shots 8 & 9 – Red Faction Armageddon

Maya

Keyframe and mocap facial animation using Pendulum's Alter Ego mocap system.

MotionBuilder

Final body animation polishing.

Shots 10 & 11 – WWE 2K16

MotionBuilder

Edited mocap animations in MotionBuilder and adjusted attributes in game engine.

Shot 12 – Red Faction Armageddon

Maya

Ncloth simulation for cape.

Shots 13, 14, & 15 – Aliens: Colonial Marines

3D Studio Max

Airlock physics simulation using Reactor in 3DS Max.

Unreal Engine 3

Matinee animation and actor meshes hooked up to skeleton of physics sim.

Shots 16, 17 & 18 – Red Faction Armageddon

Maya

Hand-keyed, reworking and finalizing animatic animation.