

Seth R. Stockholm

3D ANIMATOR

Animation Reel Breakdown



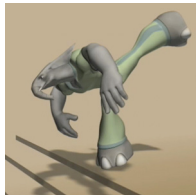
1. Warpath Boss Transform: in progress (4sec)

Maya, UDK, AfterEffects
High Moon Studios Rig
Responsible for animation, export and placement into Transformers 3: DOTM game.
Property of Activision.



2. L6 Outro Excerpt (6sec)

Maya, UDK, AfterEffects
High Moon Studios Rig
Responsible for animation, export and placement into Transformers 3: DOTM game.
Property of Activision.



3. Naturalistic Action (3sec)

Maya, AfterEffects
Rüssel Rig (own original creation)
Responsible for everything.



4. Cat Punch Out (6sec)

Maya, AfterEffects
Cat Rig (Jeff Bernstein)
Punching Bag Rig (own creation)
Responsible for animation, cat rig modifications, lighting and texturing of punching bag.



5. Sneaky Jackie (10sec)

Vicon, Motionbuilder, Maya, AfterEffects
MB ready Andy Rig (John Doublestein)
Responsible for gathering, cleaning and optimizing mocap data, manual animation of face, hands and hair, and lighting.



6. Dead Fish (15sec)

Maya, AfterEffects, Soundbooth
Norman Rig (Leif Jeffers, Morgan Loomis, Peter Starostin, Neal Thibodeaux) and
Basic_Guy Rig (Tim Oberlander)
Responsible for animation, lighting and background modeling.

