

# Justin Falgout

## Character Animator

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## February '09 Demo Reel Breakdown

- 1. Creature Shooting: (Dec 2008) Personal project;**
  - Key frame animated creatures and camera. Modeled and lit environment in Maya.
- 2. Running Escape: (Nov 2008) Personal project;**
  - Key frame animated character and camera. Modeled and lit environment in Maya.
- 3. Hear No: (Dec 2008) Personal project;**
  - Key frame animated both characters and camera. Modeled and lit environment in Maya.
- 4. Sneaky Solider: (Jan 2009) Personal project;**
  - Key frame animated character and camera. Simulation of statue and dynamic rope. Modeled and lit environment in Maya.
- 5. Rude Awakening: (Oct 2008) Personal project;**
  - Key frame animated both characters and camera. Modeled and lit environment in Maya.
- 6. Car Trouble: (March 2008) Personal project;**
  - Key frame animated character and car. Rigged car door and props to interact with character. Textured and lit environment in Maya.
- 7. Helicopter Takeoff (March 2008) Personal project;**
  - Key frame animated and rigged Helicopter.