

Eric Flores 8/2/2011

Shot Breakdown: Demo Reel. All Using Maya.

1. Swordsmen

Expanding upon my previous concepts and putting them together. Two swordsmen Fight it out with more choreography to come.

2. Flames

Audio Clip from Clue! The Movie. A take on someone going slightly off balance.

3. Charles

Created using Motion Capture during CSU Summer Arts 2008. Edited in Motion Builder and Maya. A two week endeavor beginning with concept, then proceeding to modeling, texturing and animation clean up. Modeling, texturing and animation done myself. Rigging by Alan Weider.

4. Screaming

Audio clip from Jurassic Park II. Using Sam Rig and AndyRig.

5. Walk Cycle

A simple walk cycle from 3 perspectives using NormanRig. Prop modeling done by myself.

6. WIP

Audio clip from Metal Gear Solid: The Twin Snakes Trailer. A fun redo of a trailer that follows the audio differently.

7. Sam's Hair

Audio clip from Anchor Man, using a rig I helped create along with Scott Washington called "Sam" for the short story *Torture Monologue*, by Scott Washington.

Background audio: C-Enterprise -10th November (Instrumental)