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DEMO REEL BREAKDOWN



Gravity Gone Wrong (00:03)

Animated dialogue between two characters from layout to blocking to polished animation in Maya. Animated props and set dressed. Lit scene in Maya. Props and Camera framing staged to give context to their dilemma and to who the characters are: astronauts.



Tardy (00:09)

Animated character and established layout and set dressing. Environment set to look like a school, camera tracking main character to show unexpected sequence of events as the character aims to make it inside his class without being caught



Vending Trouble (00:24)

Animated character focused on body mechanics from layout to final animation. Set dressed and lit scene to show conflict: that character is unable to retrieve her snacks and camera tracks her as she tries to obtain her goods by any means quite literally lowering herself and her dignity



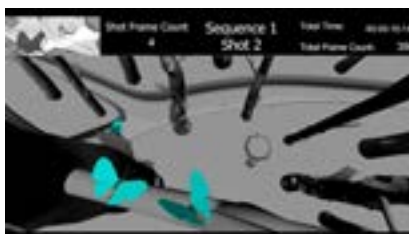
Above the Clouds - Sequence 4 Shot 1 (00:35)

Character is animated in layout to show position in accordance with camera tracking, showing Percy's downward trajectory and unstable landing as he cannot fly only glide. Set is dressed to show speed and distance.



Above the Clouds - Sequence 4 Shot 2 (00:39)

Character shot continuation. Percy is animated to land roughly in layout to show his instability in flight and clumsiness as well as continue previous descent in a seamless manner.



Above the Clouds - Sequence 1 Shot 2 (00:42)

Camera is staged to make Percy look small in his environment and show his immeasurable distance to his goal: his desire to fly like the butterflies in the trees.



Above the Clouds - Sequence 1 Shot 3

(00:45)

Shot continuation of previous sequence. Camera zooms out to reveal a centered Percy and he open his wings in layout to show he's mirroring the butterfly: his goal.