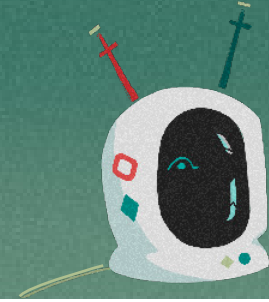


VRINDA VINOD

3D ANIMATOR

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DEMO REEL BREAKDOWN



Above the Clouds (00:03), (00:20), (00:30) & (00:47)

Animated main character, Percy, from blocking to polish on all shots in Maya. Set up layout including set dressing, cameras, and character, and lights in Houdini on 00:30 and 00:47.



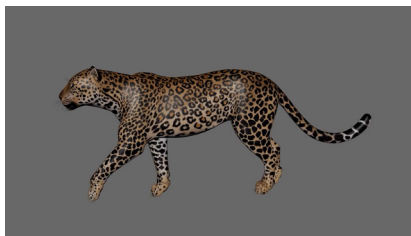
Gravity Gone Wrong (00:05)

Animated dialogue between two characters from layout to blocking to polished animation in Maya. Animated props and set dressed. Lit scene in Maya.



Rockin' Out (00:22)

Animated character focused on body mechanics from layout to final animation. Set dressed and lit scene.



Leopard Walk (00:27)

Animated quadruped from walk to run in cycle.