# **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

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

(00:05)



# **Vending Trouble** (00:13) & (00:24)

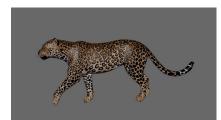
Animated character focused on body mechanics from layout to final animation. Set dressed and lit scene.





#### (00:27)

Animated character focused on facial expressions from layout to final animation. Set dressed and lit scene.



Leopard Walk(00:37)Animated quadruped from walk to run in cycle.