

Eric Oliver Game Demo Reel 2019

1: **Before** - footage

2: All Characters motion edit after – clean up contact points of character with self, object, and surfaces, gripping gun, the interpenetration of mesh. May

3: **Before** - footage

4: All characters clean up interpenetration, contact points, eye line, blinks, hand poses, and animation – Maya

5: facial animation only - Faceware, Maya

6: facial animation only - Faceware, Maya

7: **Before** - footage

8: All characters clean up interpenetration, contact points, eye line, blinks, hand poses, and animation – Maya

9: Facial animation only - Faceware, Maya

10: Amara Character – motion edit to turn the body to screen left, problem solve gun based on change, animate arms stretching back based on storytelling from the previous shot, compose bg characters - Maya

11: Composed camera for framing of action, keyframe animate Jabber sidekick, keyframe Psycho from hit after Jabber lands on him down to the ground and bouncing from the hit, motion edit of Psycho before the hit. -Maya