






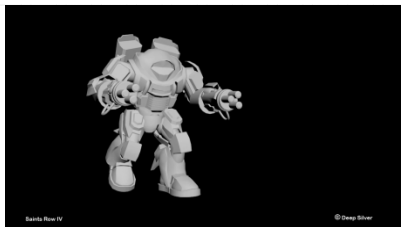











ANDO ROOSE
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Demo Reel Breakdown Sheet

	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Monster House, Sony Pictures Imageworks</p> <p>Key-frame animation</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Red Faction: Armageddon, Volition THQ</p> <p>Walker and PC animation, key-frame animation, run edited mocap.</p> <p>3ds Max</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Key frame animation</p> <p>3ds Max</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Key frame animation</p> <p>3ds Max</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Saints Row 3.5</p> <p>Key frame animation</p> <p>3ds Max</p>

	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>The Chronicles of Narnia, SPI</p> <p>The wolf in center, key frame. The rest- live action.</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>The Chronicles of Narnia, SPI</p> <p>Key frame animation.</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Saints Row IV</p> <p>Key frame animation</p> <p>3ds Max</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Key frame animation</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Delgo, Fathom Studios</p> <p>Key-frame animation</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Red Faction: Armageddon, Volition THQ</p> <p>The creature: key-frame animation, AI integration, anim blend-tree setup.</p> <p>3ds Max, Animation Editor</p>

	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Red Faction: Armageddon, Volition THQ</p> <p>key-frame animation</p> <p>3ds Max</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Legendary, Spark Unlimited</p> <p>Key-frame creature and helicopter animation.</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Turning Point: Fall of Liberty, Spark Unlimited</p> <p>Key-frame animation.</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Turning Point: Fall of Liberty, Spark Unlimited</p> <p>Key-frame animation.</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Monster House, SPI</p> <p>Facial animation, hands and fingers key-frame, body Edited Mocap.</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Monster House, SPI</p> <p>Key-frame facial animation & lip-sync</p> <p>Maya</p>



Project:

Monster House, SPI

My work:

Key-frame animation

Tools:

Maya



Project:

Monster House, SPI

My work:

Key-frame animation

Tools:

Maya



Project:

Delgo, Fathom Studios

My work:

Key-frame animation

Tools:

Maya



Project:

Delgo, Fathom Studios

My work:

Key-frame animation

Tools:

Maya



Project:

Delgo, Fathom Studios

My work:

Key-frame animation

Tools:

Maya



Project:



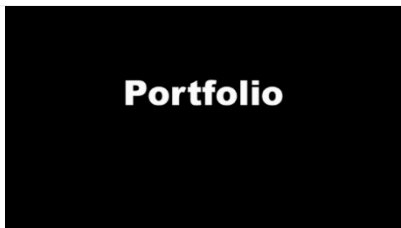
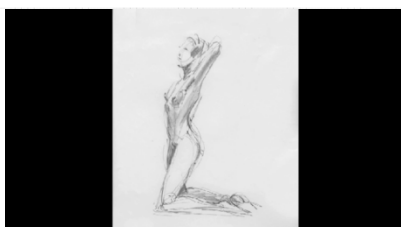
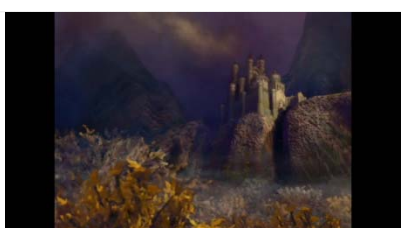

Delgo, Fathom Studios




My work:

Key-frame animation

Tools:

Maya

	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Black&White II, Lionhead Studios</p> <p>Key-frame animation</p> <p>3ds Max</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>When Life departs, A-Film</p> <p>Hand-drawn animation.</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Life drawings</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Environment,</p> <p>modeling, texturing, lighting, rendering, compositing</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>1959 Cadillac Eldorado 3D model</p> <p>modeling, texturing, lighting, rendering</p> <p>Maya</p>

	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>3D skeletal model</p> <p>modeling</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>3D character model</p> <p>modeling, texturing, lighting, rendering</p> <p>Maya</p>
	<p>Project:</p> <p>My work:</p> <p>Tools:</p>	<p>Quest for Camelot, Warner Bros.</p> <p>Hand-drawn animation.</p>