

# KP\_CGReel2006 : Shot Breakdown

*Kevin Phillips, Showreel 2006*

Each shot listed below has the tasks I was involved in for that project bullet-pointed next to them. The shots are listed in order that they are shown in the reel.

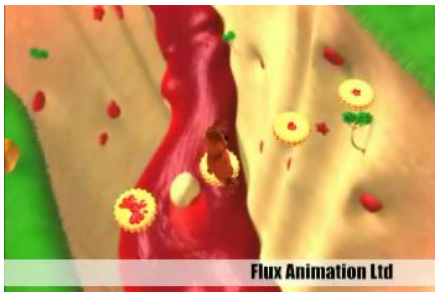


## **TVC : Creamy Caramel / DJ Choc**

*Flux Animation Ltd*

Create the 'wave' of products surging out from inside the vehicle.

- Model basic product packaging
- Simulation and object linking to particles
- Animation of 'Hero' objects in the foreground to embellish the animation.
- Setup and render as separate passes for compositor.

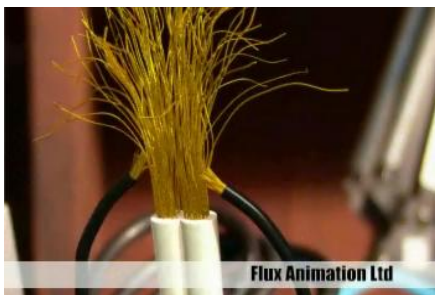


## **TVC : Cookie Bear "Shrewsbury"**

*Flux Animation Ltd*

Character modeler. Model environment and set-dress. Some FX work was involved also...

- Modeled and textured canyon & river. Set-dressed environment
- Created 'squelch' effect for jam in biscuits as character stepped into them
- Character re-modeler - updated bear model from older style for a new 'look' that was used in this campaign. Included textures (eyes, nose and scarf) and fur.



## **TVC : TelstraClear "We Listen"**

*Flux Animation Ltd*

Creation of two opening shots for TVC..

- Modeled, textured, rigged and animated ('Stop motion' style) the 'wireman'. Backgrounds are photographic.

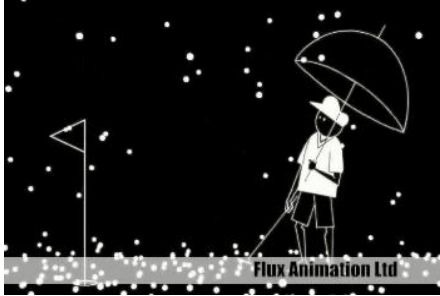


## **TVC : Hanover Finance**

*Flux Animation Ltd*

Create 2D style tree for TVC.

- Modeled, rigged and animated tree.
- Dynamics simulation of 3000 individual leaves 'blowing' from tree.
- Rendered using white edges and black surfaces to match 2D animated style of TVC.



### **TVC : Hanover Finance**

*Flux Animation Ltd*

Create 2D style 'Golf rainfall' for TVC.

- Simulate particle rainfall using particles and collision objects (for ground and umbrella)
- Rendered using flat white sprites to match 2D animated style of TVC



### **TVC : Toyota Kluger**

*Flux Animation Ltd*

Animate opening shot, set dress and create dynamic leaf and particulate matter. (Note : Growing vines and roots at end of sequence, background trees and environment and rendering by another artist)

- Set dressed environment, modeled various trunks and rocks in river
- Hard-body dynamics simulation of leaves being flipped up from vehicle tyres
- Simulation of water splashes in water.
- Animation of vehicle driving through this shot



### **SHORT FILM : Grass**

*Flux Animation Ltd, Persistence of Vision (NZ), NZFC*

Create dense CG lawn, animate continuous fly-through shot for establishing shot of film. Other key tasks on film project included miscellaneous other scene animations, and a lot of render-wrangling (optimization of assets and scenery, setting up scenes for 2k film render, splitting scenes into various passes for later compositing)

- Modeled and textured detailed CG grass.
- Animated camera fly-through (over 1 minute sequence) through dense grass, over fence and into main character (seen in next shot)
- Animated butterfly leading camera over fence
- Animated simple walk cycle and particle FX for lawn mower.



## SHORT FILM : Grass

*Flux Animation Ltd, Persistence of Vision (NZ), NZFC*

Character animation at end of establishing shot (see prior shot). Other key tasks on film project included miscellaneous other scene animations, and a lot of render-wrangling (optimization of assets and scenery, setting up scenes for 2k film render, splitting scenes into various passes for later compositing)

- Modeled and textured hat for character
- Animated character
- Lit and rendered scene



## TVC : Pulp Frusion

*Flux Animation Ltd*

Create a 'realistic' beach environment, model and rig the two main characters. Animate first two opening shots.

- Modeled, rigged and animated characters for shots seen in reel.
- Modeled, textured, lit and animated environment.
- Modeled and textured the Mango prop.

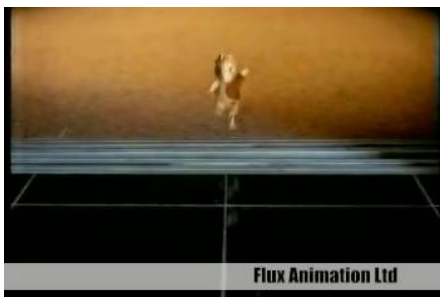


## TVC : Sorted Snorkel

*Flux Animation Ltd*

Create 3D glass of water, and animate character splashing about in it – Character is composited in a live shot (locked plate).

- Modeled and textured the glass and water.
- Animated the mouse in the glass.
- Lit and rendered various passes for compositor (Objects pass, reflection pass, caustics pass, Background plate)



## TVC : Sorted Lift

*Flux Animation Ltd*

Animate the character leaving an elevator (live shot (locked plate))

- Modeled CG environment for shadow and reflection catching
- Animated, lit and rendered (various passes) the mouse.



**TVC : Chill Mega blast**  
*Flux Animation Ltd*

Model and texture space vehicles and create CG ice cream product. Produce effects and animate various scenes within TVC.

- Modeled and textured all space vehicles and fly-through tunnel environment.
- Modeled CG product in final pack shot.
- Animated all 3D space elements in these two shots (characters are 2D images on flat poly cards using clip maps - 2D animation was created by artists in studio).
- Animated all explosions, praxis ring and particle effects.



**PARODY : The Religitables (Saturday Night Live)**  
*Flux Animation Ltd, Hornet Inc, USA*

Create various environment and character models, rig and texture them. Animate guacamole shot.

- Modeled, textured and rigged 'knight' character
- Modeled, textured and set-dressed environment.
- Modeled, textured potato masher prop.
- Animated scene as shown on reel.
- Created sloppy 'guacamole' FX for scene.



**TVC : Versatile Garages**  
*Flux Animation Ltd*

Create the character models, texture and rig for animators to use.

- Modeled, textured and rigged all ant characters.



**TVC : Good grain, bad grain**  
*Flux Animation Ltd*

Create a fairly realistic pop-up storybook sequence for opening shot of TV commercial.

- Modeled pop-up elements (book was recycled from another studio project).
- Rigged and animated pop-up sequence as seen in reel



## **Captain Pukeko**

### *Personal project*

Starting out as a personal character modeling project, New Zealand Drug Free Sport asked permission to use this character as a sporting mascot for an on-line game. This game can be played at:

<http://www.drugfreesport.org.nz/Education/Captain+Pukeko+takes+to+the+skies.html>

- Original character design.
- Modeled, textured, and rigged.
- Animations were created as rig tests.



## **NurbDroid Action**

### *Personal project*

- Modeled, textured, rigged and animated character
- Modeled and textured environment
- Lit and rendered all animation



## **PRESENTATION : FSS Crossways**

### *Freelance job (Crossways College, United Kingdom)*

To produce a sci-fi opening for a corporate presentation in the *style* of Star Trek.

- Storyboarded, modeled, textured and animated a 30 second sequence with client logo fade in at end.



## **Chicken crossing the road**

### *Personal project*

I ran a competition for my LightWave Users group with the theme "Why did the Chicken cross the road?". This was my personal take on the theme (though I couldn't enter, being the organizer).

- Modeled, textured, rigged and animated chicken and environment.



## **MODEL : Classic BSG Viper spaceship**

*Personal Project (Published training material)*

This object is the subject of a two-part video training product I authored for training publishing company "Kurv Studios". The two products take a new user of LightWave 3D from modeling through to animating this ship.

### **Modeling DVD :**

[http://www.kurvstudios.com/lightwave/modeling\\_viper.php](http://www.kurvstudios.com/lightwave/modeling_viper.php)

### **Texturing DVD :**

[http://www.kurvstudios.com/lightwave/texturing\\_viper.php](http://www.kurvstudios.com/lightwave/texturing_viper.php)

- Modeled, textured and rendered
- Modeling, texturing, rendering, FX and animation training videos produced (14 hours)



## **BSG Viper Animation**

*Personal Project*

Test animations using the aforementioned 3D model. These animations were created using techniques from various videos on the Texturing DVD to produce space scenery and the large planetoid.

- All modeling, animation and rendering.