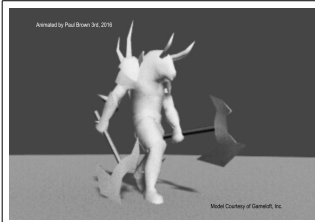
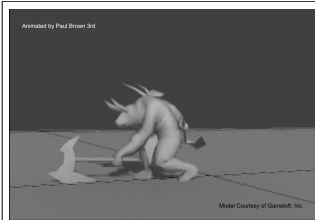


## 2016 Game Animation Reel



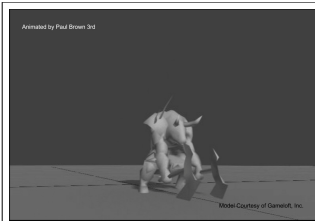
**Description:** A walk cycle animation I created using a rig from Gameloft, Inc. The animation was created in 2016 using 3D Studio Max.

**Task Involved:** I rigged, skinned, and animated the character and props.



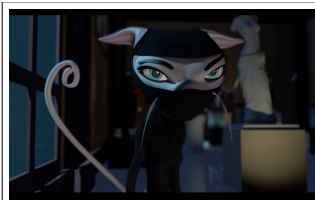
**Description:** A animation of an Minotaur performing an attack combo I created using a rig from Gameloft, Inc. The animation was created in 2015 using 3D Studio Max.

**Task Involved:** I rigged, skinned, and animated the character and props.



**Description:** A animation the Minotaur doing a pounce attack that I created using a rig from Gameloft, Inc. The animation was created in 2015 using 3D Studio Max.

**Task Involved:** I rigged, skinned, and animated the character and props.



**Description:** A segment from "The Munchies" animated short film for the SCAD ANIM 737 OL Collaborative Project created in 2016. The scene was produced using Maya.

**Task Involved:** I rigged, skinned, and animated the character and applied character effects using lattices. I also animated the throwing stars (except for the 3D smear) and the camera. In addition, I co-created the action line effect along with the film's director.

### Disclaimer:

- The purpose of the is reel is to showcase my skill in character animation. This not for profit.
- All other works other than that created by me (Paul Brown 3<sup>rd</sup>) is owned by the respected copyright holders.

**Thank you for watching.**

Paul Brown 3<sup>rd</sup>