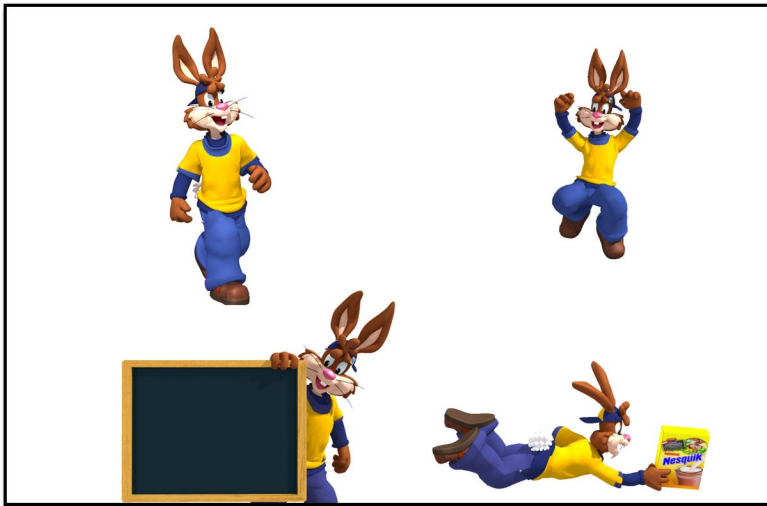


demoreel breakdown



Work for:
cocomore AG

Description:

Creation of keyframe animations (info table, plunge, jump and walk) for the flash browser game on www.nesquik.de. These animations were rendered out from the front- or side-perspective regarding to the final use in-game. The model and rig were provided by cocomore.

Software used:
Motionbuilder 7.0



Work for:
GPI AG - internal pitching project

Description:

The whole character was rigged and skinned in maya before the animations (combat, jump, run and walk) were keyframed in motionbuilder. After that the animations were imported back to maya where the character was exported to the Unreal Engine. The demo cinematic scene was set up in the UnrealEd where I also animated the camera movements with the Kismet/Matinee editor. Until now the demo is not given free to show it in my reel.

Software used:
Maya 8.5
Motionbuilder 7.0
Unreal Engine 3



demoreel breakdown

Work for:

Vogster Entertainment, metricminds

Description:

The whole animations were done for the upcoming next-gen shooter „Crimecraft“. They were recorded at metricminds (www.metricminds.com) via motion capture. I animated the characters and their interactions which each other and props like weapons to these final versions. Models and rigs were provided by Vogster Entertainment.

Software used:

Motionbuilder 7.0



Work for:

unlimited , metricminds

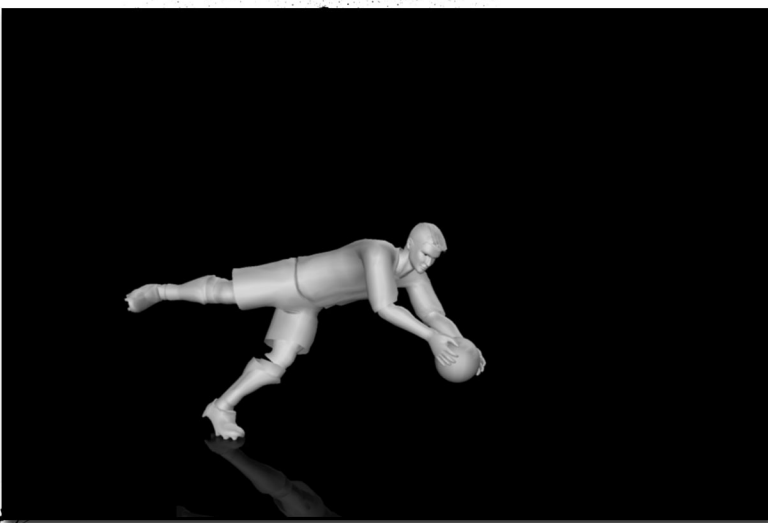
Description:

The whole animation set consisted of more than 500 animations for a virtual sports analysis done by unlimited (www.unlimited3d.de). It was used for the simulation of game play scenes of a real football match. I've done all kind of the final football animations from kicks, tackles and runs to goalkeeper moves based on motion capture data recorded at metricminds.

Model and rig were provided by unlimited.

Software used:

Motionbuilder 7.0



demoreel breakdown

Work for:

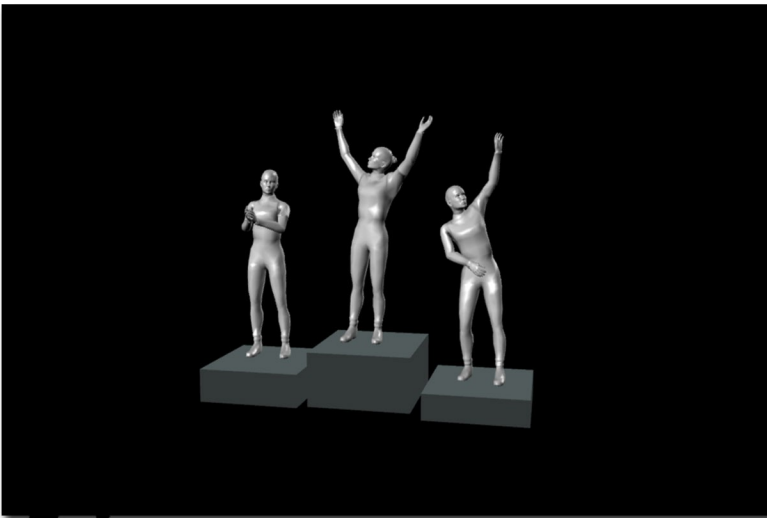
49games, metricminds

Description:

The RTL Interactive franchise „Winter Sports“ is a well known brand for winter sports games. For these games I animated several different animations containing emotional reactions based on motion capture data recorded at metricminds. Models and rigs were provided by 49games.

Software used:

Motionbuilder 7.0



Work for:

GPI AG

Description:

The character was rigged and skinned in Maya by myself. All in-game animations were animated in motionbuilder. This animation consists of two idle, one swing and stroke and one emotional reaction animation. After an animation package was completed, it was imported into Maya from where the character was exported to the Trinigy Vision 7 Game engine.

Software used:

Maya 8.5

Motionbuilder 7.0

Trinigy Vision 7 Game Engine



demoreel breakdown

Work for:

GPI AG

Description:

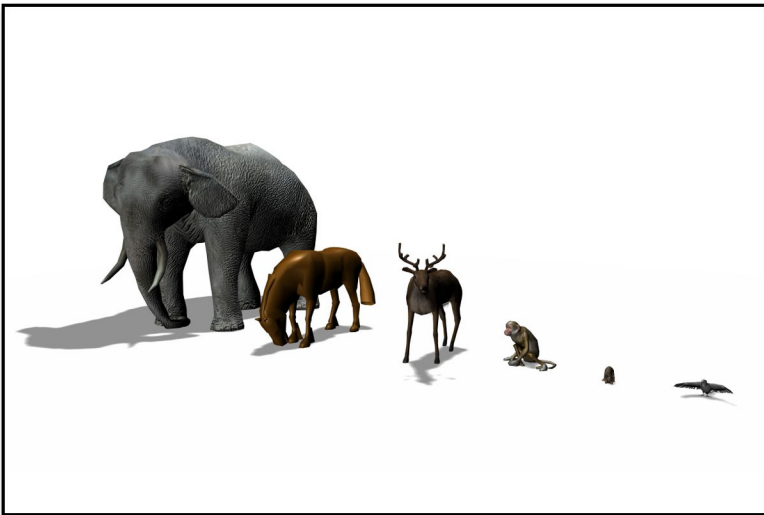
The low poly animals were rigged and skinned in Maya by myself. I built a custom rig for each animal individually because of their different movements and anatomical conditions.

The animations were done in Maya. The completed animation package was exported to the Trinigy Vision 7 Game engine.

Software used:

Maya 8.5

Trinigy Vision 7 Game Engine



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