

SHOT BREAKDOWN

1.SKINNER (collaoration)



What I did

- Character and camera aniamtion
- Additional Rigging, Muscle simulation

Modeling & Rigging:

- Christian Haniszewski (<http://zewski.blogspot.com>)

Look development (Texturing & Shading), Pipeline Setup:

- Yongkyu Kim(<http://www.magicalpixel.blogspot.com>)

Animation & Additional Rigging:

- Doe Hyoung Kim (<http://animjoey.weebly.com>)

Lighting & Compositing:

- Jin You (<http://www.squareray.com>)

Software: Maya (Animation)

2.OBLIGE HIM



What I did

- Animation
- Provided
- Denny's Maya to UT3 Animation

Rigs (<http://www.moddb.com>)

Software: Maya

3.YOUR FAULT



What I did

- Aniamtion, Particle
- Provided
- Character Norman , Background models

(<http://Turbosquid.com>)

Software: Maya, Photoshop,AfterEffects

4.3D HUNT



What I did

- Aniamtion
- Provided
- Character Modified Norman, Rifle model

(<http://Turbosquid.com>)

- Free character rig,KoKo (<http://creativecrash.com>)

Software: Maya, Photoshop,AfterEffects

5.WASTED KISSED



What I did

- Animation, Additional rigging on face
- Provided

-Character Modified Norman

-Car modeling (<http://Turbosquid.com>)

Software: Maya, Photoshop,AfterEffects

6.FREESTYLE 2011 TEASER



What I did

- Bull Animation
- Provided
- Rigged character (STplay, Penxel.com)
- Software : 3DS MAX

7.UNICORN



What I did

- Animation, background, hair simulation and rendering
- Provided
- Horse modeling and rigging from Academy of Art University
- Shave and haircut is used for hair simulation
- Free rigs (<http://www.3dfiggins.com>)
- Software: Maya, Photoshop,AfterEffects

8. RAYCITY DARKCITY 2011 TEASER



What I did

- Zombie and female animation (motion cap + keyframe animation)
- Provided
- Rigged character (STplay, Penxel.com)
- Software : 3DS MAX

9.LOTH



What I did

- Animation
- Provided
- Rigged character from Academy of Art University
- Background plate, camera match
- Software: Maya, Photoshop,AfterEffects

10.DARK FOREST



What I did

- Acting out on motion capture stage, cleaning up motion capture data,
- lighting,fog and rendering, Facial Animation,
- Character setup for motion capture data.
- Provided
- Free modeling Trees (<http://artist-3d.com>)
- Character and texture (www.alarmmedia.com)
- Software: Maya,3DS MAX, Motion Builder, Photoshop,AfterEffects

11.POOH THE CAT



What I did

- Aniamtion, Modeling, Lighting and Compositing (shots from my short film "POOH THE CAT")
- Software: Maya, Photoshop,AfterEffects

12.CRAZY SCIENTIST



13.MAGIC



What I did

-Aniamtion, Prop modeling

Provided

-Character Norman , Female models (<http://Turbosquid.com>)

Software: Maya

What I did

-Aniamtion

Provided

-Rigged Character from Academy of Art University

-Razor Blade (<http://Turbosquid.com>)

Software: Maya