

All animation on this reel is entirely key framed. I have worked extensively with motion capture as well, and can provide samples of that work if needed.

WW2 stuff – All key framed in MotionBuilder. **Allied soldier running animation was by Steve Weston.** As my work had to merge into/out of that; it's included for continuity.

The rest of this work was done in MAYA. (Except the werewolf walk cycle which was animated in a proprietary application)

- Shots 1-3 Amiso attack animations for X-Men:TOG. This character was originally designed as an enemy AI for the wolverine portion of the game. The entire anim set for this character was done by me. Unfortunately the character was dropped from the final version of the game – which was too bad, because I thought she looked pretty cool.
- Shot 4. Magneto anim for X-Men:TOG. This animation was Magneto hovering in mid-air. He's using his mutant ability to grab Colossus, torture him "rack style", and toss him away. The entire animation set for Magneto was done by me, but again - Magneto was dropped from the game. Bummer.
- Shot 5. This is Magneto hovering in mid air and gathering metal parts from the wall of dark cerebro to hurl at the player. Made for XM:TOG, but dropped from the final version of the game.
- Shot 6. This is actually a test animation for Stephen King's "Talisman". I.L.M. wanted a sample of how a quadruped werewolf might move. I based this cycle on some different videos of male lions walking. This was key framed using proprietary animation software at ILM. (called "poseur"). I salvaged a werewolf model from "Van Helsing" and scaled the limb proportions to get something that would work.
- Shots7-8 Two test animations for a Wolverine game – a little more stylized in their timing. Some concept ideas from me about how Logan would use his claws to navigate around the world.
- Shot 9-10 Player character walk and run cycles for X-Men:Mutants. The project was shelved, in spite of a remarkably good demo. So sad.
- Shots 11-17 Various animations for Multiple-Man from XM:TOG. I animated the entire anim set for this character. (He's actually in the final game – YAY!) The animations are; Combat Idle, Fatigue and Recover, Gather up Clones, Reloading Handgun, Mean Looking Walk, Spinner Attack, and Sunrise Attack.
- Shot 18 Phalanx walk cycle from X-Men:Mutants.
- Shot 19-20 Phalanx Sweep Attack and Phalanx Area-of-Affect Attack.
- Shot 21 Phalanx Death animation for X-Men:Mutants. He starts dissolving into a cloud of particles at the apex – so he never actually hits the ground.