NICOLE LENARD

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DEMO REEL BREAKDOWN

Character Animation:

1. *Demonstrating Impact*. Assignment for Advanced Maya class. Responsible for all animation. Model and Rig: "Leutenant Dan" by Matt Ornstein. Maya 2008.

2. *Willard's strut*. Assignment for Intro to Maya class. Responsible for all animation, modeling, and rigging. Maya 7.5.

3. *Delivery*. Assignment for Advanced Maya. Responsible for all animation. Model, textures and rig: "Andy" by John Doublestein . Maya 2008.

4. *Willard's sneak*. Assignment for Intro to Maya. Responsible for all animation, modeling, and rigging. Maya 7.5.

5. *Jeff's run*. Assignment for Advanced Maya. Responsible for all animation, modeling, and rigging. Maya 2008.

6. *Willard's balancing act*. Assignment for Intro to Maya. Responsible for all animation, modeling, and rigging. Maya 7.5.

Motion Capture:

7. *Ogre: Corpse Kick, Death, Skunk Toss*. For *Grunt Work*, Game Design senior project. Responsible for directing mocap, rigging, and animation cleanup. Model and textures by Ryan Blake. Ogre played by Matt Rehwoldt. Maya 2010, MotionBuilder 2010, Cortex.

8. *Witch: Death, Revive*. For *Grunt Work*. Responsible for directing mocap, rigging and animation cleanup. Model and textures by Gilberto Medina. Witch played by Cameron Peart. Maya 2010, MotionBuilder 2010, Cortex.