

# Rick Blankenship

## demo reel shot breakdown

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### **SHOT 1 "Running Man"**

Some parkour and running and freestyling.

Responsible for all key-framed animation, set models, lighting, textures [Maya 2008]

Character rig provided by Animation Mentor. Completed Feb 2009.

### **SHOT 2 "Ghostbusters"**

Responsible for all animation, set models, lighting, textures [Maya 2008]

Character rigs provided by Animation Mentor. Completed July 2009.

Audio file from "Be Kind Rewind"

### **SHOT 3 "Dodgeball"**

Animation Mentor Alumni "Bounce the ball project"

Responsible for all key-frame animation, set models, lighting, textures [Maya 8.5]

Character rigs provided by Animation Mentor. Completed August 2008 revised Jan 2009.

### **SHOT 4 "Pounce"**

A 6-legged robo-crab mechanical monster that's been disturbed. **This is an in game animation.** Final render and camera does not reflect actual game. Responsible for all key-framed animation [Maya 8.5]

Character rig property of Edge of Reality. Completed Jan 2008.

### **SHOT 5 "Helmet Stab"**

Responsible for planning, and key-framing all animation. **This is an in game animation.** Final render and camera does not reflect actual game. [Maya 8.5]

Character rig property of Edge of Reality. Completed May 2008.

### **SHOT 2 "Murdered"**

Acting test with multiple characters.

Responsible for all key-frame animation, set models and lighting [Maya 6.5]

Character rigs provided by Animation Mentor. Completed March 2007, revised Dec 2008.

Audio file from "Rope"