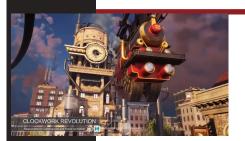


#### J.D. SMITH **Demo Reel Breakdown**

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## Clockwork Revolution

Responsible for camerawork and robot animation.

- -InXile Games
- -Camerawork animated in Unreal Engine
- -Robot character keyframe animation in Maya
- -Utilized client game build



# "Assemble!"

Responsible for camerawork and character animation.

- -Everything animated in Unreal Engine -Keyframe Animation
- -Personal project



# Marvel's Midnight Suns

Responsible for camerawork and mocap integration.

- -Firaxis Games
- -Responsible for layout of character and camera action
- -Camerawork animated in Maya
- -Mocap animation cleaned up in Maya



## Towerborne

Responsible for camerawork, layout and character animation.

- -Stoic Studio
- -Adapted storyboards into cinematic layout
- -Everything animated in Unreal Engine
- -Responsible for recreating character blueprints