

Shot Breakdown

David Radford

2008 Demo

- 01) Ninja Flip: Primary and secondary/final animation in LightWave 9.
- 02) Dodge ball: Primary and secondary/final animation in 3DS Max 9, Rig and character by Manuel Sierra.
- 03) Woman walk cycle: Modeling in 3DS Max, rigging and animation in LightWave 9.
- 04) Woman Turntable: Modeling in 3DS Max 9.
- 05) Lamppost creature: Modeling and rigging in LightWave 9, Texturing in Modo 301. Rendered in LightWave 9.
- 06) Zombie Mom Character: Modeling in LightWave 9.
- 07) Leg Ball: Animation in LightWave 9.
- 08) GTI Composite: Modeling, texturing/surfacing and lighting of the entire scene in LightWave 9. Rendered with Fprime 3.1.
- 10) Hospital Composite: Modeling, texturing/surfacing and lighting of the entire scene in LightWave 9. Compositing in Photoshop CS3.
- 11) Lab chaos: Primary and secondary animation on Zombie and Prof, secondary animation on Monkey, Lightwave 9.
- 12) Dining Room: Modeling and texturing of arches, chairs, and buffet. Lighting. Lightwave 9.
- 13) Window Washer Robot (1 & 2): Modeling, texturing and lighting in LightWave 9. Motion capture cleanup, re-targeting and secondary animation in Motionbuilder. Compositing in Fusion 5.1