
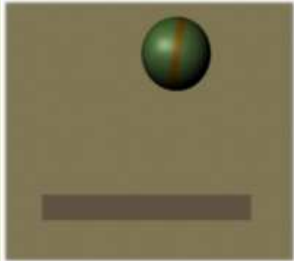
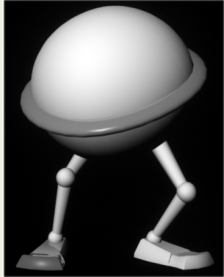
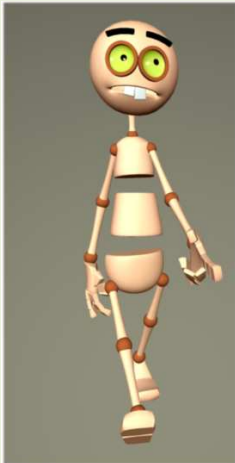


SHOT – BREAKDOWN

amreet gill

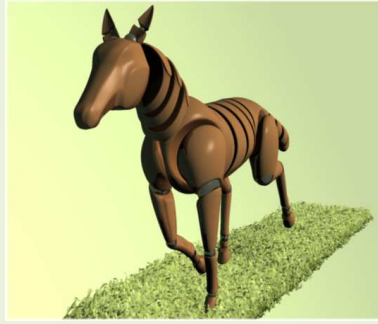
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<u>Shot No.</u>	<u>Shot Description</u>		<u>Responsibilities</u>	<u>Software Used</u>
1	Mario Bros. themed bouncing ball animation.		Animation, Modelling, Texturing, Rendering	Maya, Photoshop
2	Bouncing ball in obstacle course.		Modelling, Animation, Rendering	Maya
3	180 degree turn with weight on right foot of rig.		Animation, Texturing, Lighting, Rendering	Maya
4	Generic walk cycle.		Animation	Maya

5

Horse gallop



Animation

Maya

6

Pendulum with
bouncing ball

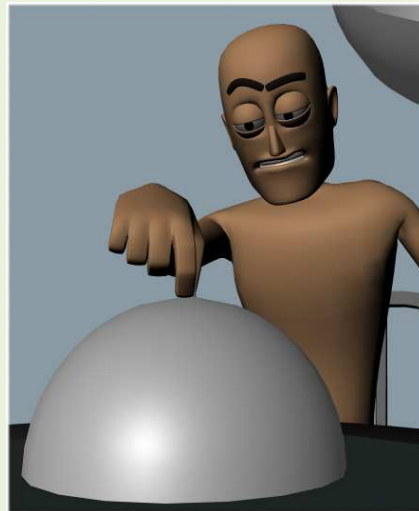


Animation, Texturing

Maya

7

A customer
struggles to
understand why
he must remove
so many 'covers'
to get to his
plate of food.
The end result is
not what he was
expecting.



Animation, Modelling

Maya,
Premiere
Pro