

Thomas Duggan Demo 2024 Reel Breakdown



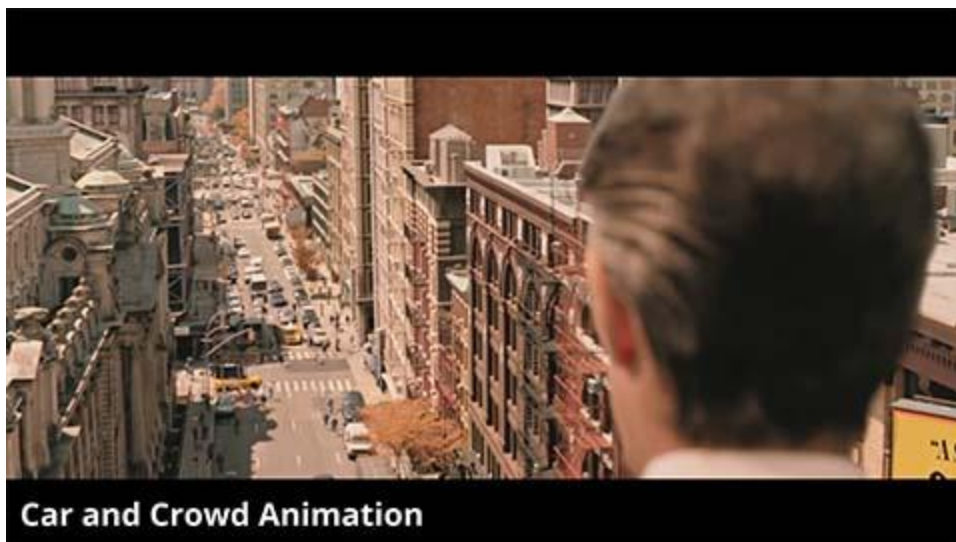
Role/ Responsibilities

I worked as a crowd artist for **Thor Love and Thunder**. I primarily worked on creating shadow creature crowd simulations for the New Asgard invasion sequence. The crowd department used Atoms Crowds and Maya to generate the crowd simulations for this sequence. We applied motion capture based animations as well as hand keyed animation to the shadow creatures. My responsibility was working out the staging and timing of animations to match the footage of the Asgardians fighting. I also worked with our variation library to mix and match shadow creature features and body types in order to achieve appealing and readable silhouettes.



Role/ Responsibilities

I worked as a crowd artist for **Antman and The Wasp Quantumania**. I primarily worked on the post credits scene with the council of Kangs. The crowd department used Atoms Crowds and Maya to generate the crowd simulations for this sequence. My responsibilities on this sequence of shots were to generate different Kang variations, I did this by mixing and matching different clothing and accessories from our asset library. I also created a library of animations based on motion capture sessions and hand keyed animation clips. This particular sequence was very complex. We needed to populate a large number of agents that had to randomly appear through their respective portals while also triggering their animations so that everything synced up properly.



Role/ Responsibilities

I worked as a crowd artist for **Dr. Strange in the Multiverse of Madness**. I primarily worked on the fleeing people crowd simulation as well as vehicle animation for background cars. The crowd department used Atoms Crowds and Maya to generate the crowd simulations for this sequence. My responsibilities on this sequence of shots were to work on the crowd scattering and fleeing. I worked with our library of motion capture and hand keyed animation for the crowd. I also animated a number of background cars driving and reacting to the crowd simulation.



Role/ Responsibilities

These are a series of clips from a Nissan TV commercial that I got to work on. I was responsible for all the vehicle and camera animation in this sequence. I also worked with another animator to create run cycles for the bulls and did the layout for them. I also helped with vehicle shading, lighting, and shot layouts. The shots were lit and rendered using Vray for Maya.



Role/ Responsibilities

These are a series of clips from some TV commercials I worked on for Tire Kingdom and NTB. My responsibilities were to animate the steering wheel character, camera match and set fit the character into the car. I also set up the lighting and worked on shading adjustments for the character. This character was lit and rendered using Vray for Maya.



Role/ Responsibilities

This was a sequence I got to work on for a reveal video for Nissan United. This was for the South American release of the Nissan Kicks. My primary role was coming up with shot layouts, car animations, and camera animations in order to generate appealing clips for the edit and overall creative direction. The shots were lit and rendered using Vray for Maya.



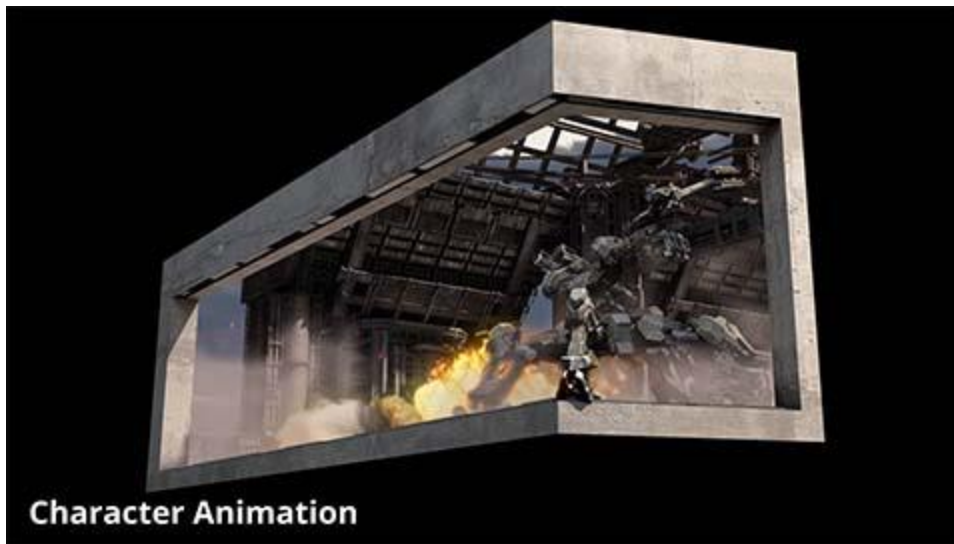
Role/ Responsibilities

This was a sequence I got to work on for a Nissan TV spot. The concept was "snowboarding but with cars." I was responsible for all the animation in this sequence, including cars, cameras, and background crowds. I also helped with vehicle shading and texturing. The shots were lit and rendered using Vray for Maya.



Role/ Responsibilities

This was a sequence I got to work on for a 3D Billboard for the launch of Persona 3 Reload. My primary responsibility was the animation of the character Aigis, I needed to match the in-game animation when she performs a special attack, while also incorporating the "3D" aspect of the billboard. So I needed to push and pull the character in order to break the frame while also hitting key poses.



Role/ Responsibilities

This was a sequence I got to work on for a 3D Billboard for the launch of Armored Core VI Fires of Rubicon. My primary responsibility was the animation of the mech, I needed to match the animation from the original Trailer while also incorporating the "3D" aspect of the billboard. So I needed to push and pull the character in order to break the frame while also hitting key poses.
