**Slot Demo Reel Shot Breakdown**

www.hollysheppard.com

Reel Edited with Adobe After Effects. Music is Beatophone by Caravan Palace.

Art and animations by me unless specified

**Hot Stuff Animation** 00;00 – 00:05

From Twin Fire Frenzy series.

Responsible for animation, effects, and fire. Animated in After Effects, fire created with FumeFX plug-in for 3DS Max

Font design by John “Doc” Frasier

**Title Card** 00;05 – 00:09

**Seven Symbol** - animation from Twin Fire - Freedom Frenzy, modeled and animated by me in 3DS Max and After Effects. 2D design by Mithun Nath and John Frasier.

Blackplate – from Twin Fire Frenzy – Mithun Nath

**Blazing X – Las Vegas** 00;09 – 00:36

Responsible for theme design, coins, fireworks, sign and animations – Photoshop, 3DS Max, and After Effects.

Las Vegas Skyline original photo purchased from Shutterstock.

**Viva Las Vegas animation** – Designed and created in photoshop, animated in After Effects

**Transition Animation –** Designed and created in photoshop, animated in After Effects.

**Touch to Start -** Designed and created in photoshop, animated in After Effects, Responsible for Freegame Design

**Fabulous Animation -** Designed and created in photoshop, animated in After Effects

**Wild Symbol** – Designed and created in photoshop, animated in After Effects

**Symbol Animations** – Modeled in 3DS Max, animated in 3DS Max and After Effects, fire created with FumeFX plug-in. Initial 2D symbol design by John “Doc” Frasier.

**Cirque du Soleil – Amaluna** 00;37 – 00:05

Licensed HD footage, photographs, and style guides provided by Cirque du Soleil.

**Amaluna Logo Intro –** created by Adam Al-Hakeem

**MoonGoddess Bonus –** Theme design and game mechanic concept. 00;40 – 01:07

* Rotoscope, retiming, video clean-up, and Moon Goddess animations with effects in After Effects. Particles created in Particle Illusion.
* Paint-overs overs of set pieces in Photoshop. Graphics for animating lighting elements created in Photoshop
* Background animations, multiplier and freegame awards created in After Effects
* Total Bonus Win Meter design and Mystery Prize Bannerfont created by Doc Frasier

**Amaluna Basegame** 01;07 – 01:09

* Ambient background water and sky animation created in After Effects, Photoshop, and Particle Illusion.
* Amaluna Logo and photos provided by Cirque du Soleil
* Progressive Meters created by Doc Frasier

**Mystery Bonus – Duo and Ballet Dancer** 01;09 – 01:22

* Rotoscope, retiming, video clean-up, and animations with effects in After Effects.
* Wild Symbol text created by Doc Frasier
* Spinning Reels are mock-up

**Cirque du Soleil – Kooza** 01;22 – 01:24

Licensed HD footage, photographs, and style guides provided by Cirque du Soleil

Kooza logo and Background elements provided by Cirque du Soleil

**Contortionist Mystery Reveal** 01;24 – 01:36

* Rotoscope, retiming, video clean-up, and Contortionist animations with effects in After Effects. Particles created in After Effects and Particle Illusion.
* Spinning Reels are mock-up
* Symbol animations by Jacob Gray

**Trickster Freegame Bonus –** Theme design and game mechanic concept 01;36 – 01:54

* Rotoscope, retiming, video clean-up, and animations with effects in After Effects. Particles created in After Effects.
* Animating light background graphic provided by Cirque du Soleil, animated in After Effects

**Cash Falls – Pirates Trove** 01;54 – 02:03

Cash Falls Logo designed and created by Doc Frasier and Mithun Nath, animated by me in After Effects

Pirates Trove Text created by Doc Frasier, Treasure Chest modeled in 3DS max by me, Textured in Photoshop, animated with After effects

Background water animated in After effects, source footage purchased from shutterstock

**Touch to Start** 02;03 – 02:05

* Animated in After Effects
* Graphics created by Doc Fraiser with photos purchased from ShutterStock

**Map Transition** 02;05 – 02:10

* Map transition animated in After Effects. Paralaxing and additional elements created in Photoshop
* Images and waterfall footage purchased from Shutterstock

**Symbol animations** 02;10 – 02:16

* Modeled in 3DS max, animated in 3DS Max and After Effects
* 2D Concept and design by Doc Frasier

**Yo Ho Ho animation** 02;17 – 02:22

* Yo Ho Ho text created by Doc Frasier
* Falling Coins created in 3DS Max, used as particle footage in After Effects with Trapcode Particular
* Particles and other FX created in After Effects
* Cannon created in 3DS Max, animated with 3DS Max and After Effects
* Scroll elements created in Photoshop, animated with puppet tool in After Effects

**Pirates Trove Attract Mode** 02;22 – 02:36

* 3D Coin created with After Effects expressions, animated with After Effects
* Reel Spin recorded from in-game footage through Unity
* Responsible for Cash Fall mechanic timing and design
* Treasure Chest created in 3DS Max, animated in 3DS max and After Effects
* Progressive Winner animations created in PhotoShop and After Effects
* Falling Coins created in 3DS Max, used as particle footage in After Effects with Trapcode Particular

**Cash Falls – Huo Zhu** 02;37 – 02:43

Cash Falls Logo designed and created by Doc Frasier and Mithun Nath, animated by me in After Effects

Huo Zhu logo and pig design created by Mithun Nath

Flower particles with After effects

Background cloud animations by me – photoshop and After Effects

**Symbols – Design and modeled by Mithun Nath\* in Maya** 02;44 – 02:55

* \*Dragon modeled by outside team in Maya. Design and pose by Mithun Nath
* Dragon Rigged and animated in 3DS Max by me
* Other symbols rigging and animations in 3DS max and After Effects by me
* Falling Coins created in 3DS Max, used as particle footage in After Effects with Trapcode Particular