Sizzle Reel Shot Breakdown:

Shot 1: HighStriker

* Responsible for all animation from blockout to polish, face, props, camera, and body. This is an MVP 9 second animation that you would see at the end of the game. All MVP’s have a smaller shorter killscreen version as well. Body is mocap, Face is keyframe as is the props.

Shot 2: Card Game

* Responsible for all animation from blockout to polish, face, props, camera, body and effect timings included. We started with no storyboards just the script so there’s a lot of iteration before there’s something that we want to take to the mocap stage. This one blends in from the prerendered cutscene and my ingame sequence that plays out like a cutscene but no camera cuts as it’s from 1st person viewpoint. Blending from there into game play. I was also responsible for the loops, nags and blends ingame connecting to the “cutscene”. This was mocap but heavily edited for better positioning and composition. The player was mainly keyframe.

Shot 3: Lil’ Guy

* Responsible for all animation from blockout to polish, face, props, camera, and body. This is an MVP 9 second animation that you would see at the end of the game. All MVP’s have a smaller shorter killscreen version as well. Body is mocap, Face is keyframe as is the props. I worked closely with vfx on this one as well so as the spider bot was being petted it would “purr” and more electricity would flow in reaction.

Shot 4: Shovel to face

* Responsible for all body anim passes. Had to seamlessly switch to core loco for the punching and then back to vig anim for the throw over the side of the train.

Shot 5: Thrown through window

* Responsible for all body anim passes. There was then the ingame attack where Javier punches the BigGuy and the loops for that until the player gets loose to help Javier. I was also responsible for Arthur getting hit over the head with the chair and entering the mechanic of him elbowing the attacker until he gets loose. I did not do the mechanic for the elbowing though.

Shot 6: Personal Project: Fight

* Responsible for all anim. Used some Figgins rigs that I bought. The fight was based off of a fight from the raid.

Shot 7: Arthur Leave

* Responsible for all body anim passes. We didn’t have any horse mocap for this, so I had to grab pieces and keyframe plus heavily edit the horse animation and then make the human mocap data work with it.

Shot 8: Siege explosion

* Responsible for all anim passes, face, body, and camera. Worked with design and director to come up with the idea for what would happen to the player here and how. Then blocked out the different versions until we all agreed on what we wanted. Shot and helped direct the mocap session for the scene. Once I got the mocap back I made all the loops and calls necessary for Adler and adjusted the player as needed for the best showing and feel for the explosion. Also had to work with the normal mechanic for planting the c4 as it had to look the same but not finish for the cinematic. Since the player is the camera, I worked closely with VFX on setting the timing for the explosions and the direction of the debris.

Shot 9: Happy Birthday

* Responsible for all animation from blockout to polish, face, props, camera, and body. This is an MVP 9 second animation that you would see at the end of the game. All MVP’s have a smaller shorter killscreen version as well. Body is mocap, Face is keyframe as is the props. I also worked closely with vfx to make sure the camera shaking enhanced the explosion vfx.