Gameplay Demoreel Shot Breakdown:

Overall note: Not responsible for any face animation in RDR2. But I was for COD.

Shot 1: Computer Room

* With this one I was responsible for Woods and the Player animations as well as any props they interacted with. I did the block out for this all the way to polish including face and audio timing. This was a fun one for me because of how closely I got to work with Design to figure out the best way to make this scene work.

Shot 2: Bar fight

* Bar fight start: Responsible for anim 3rd pass and polish. I ended up taking over this one because it overlapped so heavily with the bar fight that I was setting up so I took this and adjusted animation in either the bar fight or here to make the exit from the cutscene into the bar fight to be seamless with all the effects needed. The main thing we were striving with the cutscene in this game was to make the enters and exits to them to feel seamless.
* Help Bill: I was responsible for the whole bar fight here. Responsible for all animation passes. Worked with the mocap team to get the animations needed for the loops and actions needed to bring this barfight to life. Once the mocap was processed I then broke the animation out into the parts needed for the three main fights needed and all the possible variations. The one being shown here is Bill’s interaction. There were 10 variations for this interaction. All ending with a look to the stairs. There were also fights and variations with Javier and Charles that the player could choose to interact with as well. This was all brought into the engine and setup by me which I worked closely with the designer on. After the short cine of BigGuy coming down the stairs which I was also responsible for. 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.
* Street fight: Responsible for all body anim passes, for Arthur, Javier and BigGuy when Arthur approaches and then gets thrown out the window by BigGuy and they then blend into the fight. Once they are exchanging punches that is the grappling team. I was also responsible for the 50 people in the crowd for all anim passes, except face. I worked with the designer to get the people to move back independently of each other when the fight gets close or far away as well. Making them responsive to the fight. I brought all the animation into the engine and setup the anim tree which the designer then used.

Shot 3: Weapon Inspect

* Responsible for Player animations as well as any props they interacted with. I did the block out for this all the way to polish. This was a fun challenging one for me because we were working on new tech to enable the player to do this inspect but still be able to move. So I was able to work with engineering and design for this particular weapon inspect.