XDefiant Demoreel Shot Breakdown:

Overall note: All animation had to work on all characters and in all environments generally. Sometimes we would break out between female or male. The only exception is the faction select main menu poses.

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: BottleShoot

* Responsible for all animation from blockout to polish, face, props, camera, and body. This is a 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 3: 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.

Shot 5: In Match Faction Select Screen

* Responsible for all animation, body and props. These were individual anims with grip changes. The animation was simple, but the graph work was in depth since it had to work for all weapons and attachments. Every new weapon we would do a pass through all our weapon supported screens and create new grips and animations where needed.

Shot 6: In Match Loadout Select Screen

* Responsible for all animation, body and props. These were individual anims with grip changes. The animation was simple, but the graph work was in depth.

Shot 7: In Match Pre Match Screen

* Responsible for all animation body and props, as well as working with ui eng and tech anim to setup this menu from the ground up. We created several prototypes to get feedback and then once a final look was settled on UI end did their setup while I did the anim graphs and the animation work. I also did the first 22 weapon setups for this screen. We have a total of 10 base idles here for individual for females and 4 for men with 2 being shared across male and female.

Shot 8: GrenadeTrick

* Responsible for all animation face, props, camera, and body. This is a 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 10: 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 10: RageQuit

* 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. This one is unfinished in audio and vfx due to the studio being shut down, but the animation was completed. The hardest part about all the facial animation is the same animation has to work on all faces This led to a lot of the facial animations being toned down because of outlier characters. But overall I’m happy with Rage Quit I just wish I could’ve pushed the face more.