








# Nicolas Witthoeft

Character Animator – Demo Reel Shot list

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	<u>Title</u>	<u>Responsibilities</u>
	<b>00:02</b> “Azri Test – Combo Slash”	Hand Keyed Animation, Camera, Rendering, Lighting Animated in Maya Composited in After Effects
	<b>00:07</b> “Wake From Death – Death 1”	Hand Keyed Animation, Rendering, Lighting Animated in Maya Composited in After Effects
	<b>00:10</b> “Wake From Death – Death 2”	Hand Keyed Animation, Rendering, Lighting Animated in Maya Composited in After Effects
	<b>00:14</b> “Wake From Death – Sprint”	Hand Keyed Animation, Rendering, Lighting Animated in Maya Composited in After Effects
	<b>00:16</b> “Sanguine Soul – Golem Attack”	Modeled Character, Rigged Character, Hand Keyed Animation, Rendering, Lighting Animated in Maya Composited in After Effects
	<b>00:20</b> “Sanguine Soul – Golem Death”	Modeled Character, Rigged Character, Hand Keyed Animation, Rendering, Lighting Animated in Maya Composited in After Effects
	<b>00:23</b> “Wake From Death Trailer – Charge Slash”	Hand Keyed Animation, Camera Animated in Maya Composited in Unreal