

Scott Broad
scottbroad@gmail.com

Demo Reel Breakdown

August 2011

Shot 1 – Mighty Ships: Season 5 – USS Gravelly – Modeling on the boat, ocean simulation and shader. – used maya

Shot 2 – Mighty Ships: Season 5 – Northstar – Modeled the boat, uv, ocean simulation and shader, container dynamics, all animation including camera. – used maya

Shot 3 – Mighty Ships: Season 5 – Umiak – Modeled and animated the ice using dynamics, all animation including camera. – used maya

Shot 4,5 – Mighty Ships: Season 5 – USS Gravelly – Modeling on the boat, all animation including camera, clouds, modeled the drone, animated the exploding drone using dynamics. – used maya

Shot 6 – I Didn't Do It – show intro – Modeled, textured, rigged, animated the gavel, animated the camera. – used maya, photoshop

Shot 7 – Blowout: Is Canada Next? – CBC Doczone – All animation in including camera, fluid dynamics. – used maya

Shot 8 – Aftermath – Modeled, textured, rigged, animated the hawk. – used maya 2010, photoshop

Shot 9 – Aftermath – Modeled, textured, lit, the oil rig. Tracked the camera by hand. – used maya

Shot 10 – Sinking a Destroyer – Modeled and animated the gun, tracked the camera by hand. – used maya

Shot 11 – Ancient Megastructures – Modeled the Colosseum, animated the camera. – used maya

Shot 12, 13 – Ancient Megastructures – Modeled the Chartres Cathedral – used maya

Shot 14 – Modeled, textured, and lit the organs. – used maya, photoshop

Shot 15 – Silent But Deadly – Rigging and animation on body internals, used cloth simulation on some organs. Tracked proxy body and hat to footage. – used maya

Shot 16, 17, 18 – Monster Warriors: Season 1 – Animated monsters into live action footage. Matched camera to plates. – used maya

Shot 19 – How Machines Work – show intro – All animation including the camera. – used maya

Shot 20, 21 – How Machines Work – machine gun - Rigged the machine gun, animated the camera. – used maya

Shot 22 – How Machined Work – loom – Modeled, rigged, animated the threads, rigged and animated the loom heads. – used maya

Shot 23 – How Machines Work – atv – Some modeling on the atv, rigged the atv, animated everything including the camera. – used maya

Shot 24 – How Machines Work – radial engine – Modeled, rigged the engine, all animation including the camera. – used maya

Shot 25 – How Machines Work – rescue boat – Modeled the boat, all animation including the camera. – used maya

Shot 26 – How Machines Work – roller coaster – All animation including the camera. Was a match frame in and out. – used maya

Shot 27 – Spiderman vs The Lizard – personal project – modeled, sculpted, shaded, lit everything. Heavily based on the cover art for "Marvel Age Spider-Man issue 5" drawn by Mark Brooks. – used maya, zbrush

Shot 28 – Struggle: Control – personal project – modeled, sculpted, shaded, lit everything. Entry into cg channel sculpting challenge. – used maya, zbrush

Shot 29 – How Machines Work – 3d printer – modeled the printer, all animation including the camera. – used maya