

Noah Arntson's Demo Reel Breakdown Sheet 2008

00:00:06 "Sargon in Cave" – Lighting Demo

Model, textures, rig, animation, and lighting - by **Noah Arntson**

MEL expressions used to map Fractals to Fog Density

00:00:12 "Sargon in Cave" – Attack and Growl

Design, model, textures, rig, and animation - by **Noah Arntson**

00:00:23 "Sargon Lip-Sync" – Character Lip Sync/ Close Up Shot

Character animation, design, and modeling - by **Noah Arntson**

Rig by **Jason Osipa**

Dialogue from "Pirates of the Caribbean"

Lip Sync animated using blend-shapes using Maya

00:00:31 "Saturn's Return" – Documentary Clips

Design, character animation, models, textures, and rigs - by **Noah Arntson**

Software used: Maya