

Shot – by – Shot

0:01 - 0:04 Clarence the Conjurer. Animation, character rig, table model, and coloring made by me. Character modelled by Dara Hamidi. Textures and lighting by Elizabeth Woods. Environment modelling by Elizabeth Woods, Dara Hamidi, and free online models.

0:04 - 0:09 Clarence the Conjurer. Character rig, table model, visual effects, and coloring made by me. Animation by Aaron Doenges. Character modelled by Dara Hamidi. Textures and lighting by Elizabeth Woods. Environment modelling by Elizabeth Woods, Dara Hamidi, and free online models.

0:09 - 0:21 Clarence the Conjurer. Animation, Character rig, table model, visual effects, and coloring made by me. Character modelled by Dara Hamidi. Textures and lighting by Elizabeth Woods. Environment modelling by Elizabeth Woods, Dara Hamidi, and free online models.

0:21 - 0:40 Barefoot Runner. 2D platform game made in Unity. All art assets were created by me. The levels were built by me. The programming for the inventory, sprite sheet, and loading levels were written by me. Other scripts were written by Blake King and Ethan White. Much of the debugging of the code was done by me.

0:40 - 0:52 Lip Sync. Voice clip from movie The Princess Bride. Head modelled, textured, rig, and animated by myself.

0:52 – :54 Model of sled, lighting, and texturing created by me.

:54 – :56 Concept art for model.

:56 – 1:00 Model created by concept art. Dynamic cloth simulation, texture, and model created by me.

1:00 – 1:03 Photo realistic rendering based off photograph taken. Models, textures, lighting, and anaglyph stereo effects done by myself.