

Detailed Breakdown – Jimmy Wu - Animator

Title	Date	What I did
Description		
1. Bad Stomach Day	November 2009	<ul style="list-style-type: none"> - I <u>animated</u> Sam and the janitor in Maya - I modeled the washroom set and the janitor equipment in Maya - I lighted and rendered the shots in Maya/Mental Ray
<p>- I did this piece for the 11 Second Club Online Competition. The main objective was to study weight during motions, and most importantly tell a solid story. I had a walk of a hurting guy, who also aided his walk with his hand supporting on the wall; a quick little 6 frame run cycle following a turn; some subtle weigh shift of the janitor at the back.</p>		
2. Hobo Nightmare!	December 2009	<ul style="list-style-type: none"> - I <u>animated</u> the rich guy and the homeless guy in Maya - I modeled the set, the cup of cash and the cards in Maya - I lighted and rendered the shots in Maya/Mental Ray
<p>- Another piece for the 11 Second Club in an attempt to study cuts and interactions between objects. I started with a wider establish shot; followed by a reversed mediums shot of the Hobo impacts the ground and grabs the rich guy; and finally a close up over the shoulder for an arrogant push</p>		
3. Jones Saves the Day	November 2008	<ul style="list-style-type: none"> - I <u>animated</u> Indian Jones and the damsel in distress in Maya - I lighted and rendered the shots in Maya/Mental Ray
<p>There was Indian Jones saves the day once again! A simple snappy pose to pose animation, while I get familiar with the Moom rig by Ramtin Ahmadi</p>		
4. Zeke's Pad	March 2008 – November 2008	<ul style="list-style-type: none"> - I <u>animated</u> all the characters and the props (except the fire) in Maya
<p>- It was my first animation job in a studio, where I learnt to animate fast ~5 seconds per day</p>		
5. A Remedy for Happiness	May 2007 – October 2007	<ul style="list-style-type: none"> - I modeled/rigged/<u>animated</u> the rat in Maya - I modeled/textured/lighted/rendered the sets and props in Maya/Mental Ray
<p>- My school work from Vancouver Film School, where I got to experience the entire production workflow from story development to post-production.</p>		