
creature animation

The first 6 playblasts are some of the shots I did at Framestore CFC for the BBC TV show [Primeval](#), second season.

I will replace them with the final rendered ones as soon as I receive them from production.

two character acting shot

Animation Mentor Class: 4
Mentor: Brett Coderre, Pixar

I did all the animation, environment,
texturing and lighting.

Character Rig provided by Animation Mentor

one character acting shot

Animation Mentor Class: 3
Mentor: Raquel Coelho, Tippett Studio

I did all the animation, environment,
texturing and lighting.

Character Rig provided by Animation Mentor

body mechanics shot

Animation Mentor Class: 2
Mentor: Michelle Meeker, Weta Digital

I did all the animation, environment,
texturing and lighting.

Character Rig provided by Animation Mentor

used software

Maya v.8.5 (animation), 3dsmax v.2008, Photoshop CS 2, Fusion v.5, Premiere Pro 2

reel breakdown