

## **Sam V. Lu**

Character Animator

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### **Demo Reel Breakdown**

#### **1. Nibs Intro Scene - Client: Moli Kids (Aug 2008)**

- Keyframe animated creatures and camera.
- Modeled characters and parts of environment.
- Rigged creatures with Maya.

#### **2. The Search - Personal Project (April 2008)**

- Keyframe animate character and camera.
- Modeled, textured, and lit environment in Maya.

#### **3. Scrutiny - Personal Project (April 2008)**

- Keyframe animate characters and camera.
- Modeled, textured, and lit environment in Maya.

#### **4. The Struggle - Personal Project (April 2008)**

- Keyframe animate characters and camera.
- Modeled, textured, and lit environment in Maya.

#### **5. Nibs Close up - Client: Moli Kids (Sept 2008)**

- Keyframe animated creatures and camera.
- Modeled characters and parts of environment.
- Rigged creatures with Maya.

#### **6. Lonely Penguin - Client: Moli Kids (July 2008)**

- Keyframe animated character and camera.
- Modeled character and environment.
- Rigged character with Maya.

#### **7. Nibs Group Dance - Client: Moli Kids (Oct 2008)**

- Keyframe animated creatures and camera.
- Modeled characters and parts of environment.
- Rigged creatures with Maya.

#### **8. Ramball - Group Project (Sept 2007)**

- Keyframe animated creature with Maya.
- Textured character's eyes.

#### **9. Motion Graphics Study - Personal Project (Dec 2008)**

- Keyframe animated logo.
- Modeled, texture, rigged and lit scene in Maya.