



Email: Kelly.D.Perez@gmail.com

REEL BREAKDOWN

Shot	Title	Technique/Tool	Artistic Responsibilities
Shot 1:	Gone Fishin'	Autodesk Maya 2008	Animation Mentor assignment. I key animated Steve, lit, modeled the props and textured everything.
Shot 2:	Froggy Time	Autodesk Maya 2008	A.M. pantomime assignment. I key animated Lila, lit, modeled the props and textured everything.
Shot 3:	Sports Fanatic	Autodesk Maya 2008	Animation Mentor assignment. I key animated Greg, lit, modeled the props and textured everything.
Shot 4:	Guitar Jump	Autodesk Maya 2008	Animation Mentor 180 turn. I key animated Ballie, lit, modeled the props and textured everything.
Shot 5:	Fred Astaire	Autodesk Maya 2008	Animation Mentor assignment. I key animated Fred, lit, modeled the props and textured everything.
Shot 6:	Drunk Stumble	Autodesk Maya 2008	Animation Mentor drunk stumble. I key animated Ballie, lit, modeled the props and textured everything.
Shot 7:	Jazz Walk	Autodesk Maya 2008	Animation Mentor personality walk assignment. I key animated Ballie, lit, modeled the props and textured everything.
Shot 8:	Dog Smile	Autodesk Maya 2008	Clip of my 11 Second Club March submission. I key animated, set up cameras and lit the scene.
Shot 9:	Windy Dilema	Autodesk Maya 2008	Animation Mentor assignment. I key animated Billy, lit, modeled the props and textured everything.