

I GEDE MAHENDRA
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Character Animator

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Reel Breakdown

All animation created using Autodesk Maya, assembled in Adobe After Effects.

Reel edited using Final Cut Pro.

Background song: *Peter McConnell – Mr. Frustration Man*

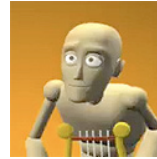
Vulgar man

Animating a character to a dialogue clip.

Contribution: Animation

Rigs provided by: Academy of Art University

Audio clip from *Amadeus*



The Horror!

Animating a change in emotions.

Contribution: Animation, prop modeling

Rigs provided by: Academy of Art University

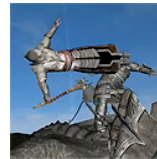


Jump, Dropkick & Stab

Animated 4 characters in a "Takedown Sequence" for the game *Lair*

Contribution: Animation, environment modeling

Rigs provided by: Factor 5



Slap & Burn

Animated 4 characters in a "Takedown Sequence" for the game *Lair*

Contribution: Animation, particle effects

Rigs provided by: Factor 5



Wind Dragon Walk Cycle

Animated a dragon walk cycle for *Lair*

Contribution: Animation

Rig provided by: Factor 5



Storm Dragon Fly Cycle

Animated a dragon flying cycle for *Lair*

Contribution: Animation

Rig provided by: Factor 5



Warrior Hogan Attack Cycle

Animating character from neutral pose to attacking move

then moves back to neutral pose

Contribution: Animation

Rig provided by: Academy of Art University



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Character Animator

Dating Advice

Animated 2 characters interacting with each other, using a dialogue clip.

Contribution: Animation, set and prop modeling

Rigs provided by: Academy of Art University

Audio clip from *30 Rock*



Spelly Singing Test

Character animation test, animated to sing a song and interact with another character.

Contribution: Animation

Rigs provided by: Academy of Art University, and Eclectic Engineering

Audio: Song by *Mocca* – *Buddy Zeus*

