

Nick Whitmire

Demo Reel Breakdown

Shot 1 (Warhammer 2 - Intro): Set up general layout of environment and crowd, provided character animations that were then duplicated for crowds, and also animated flying helicopters.

Programs used: XSI, 3dStudio Max

Shot 2 (Bunny with Gun Clip): Created character concept, rigging and animation for the character.

Program used: 3dStudio Max

Shot 3 (Command and Conquer - "Invaders"): Scene layout, camera and vehicle animation.

Program used: 3dStudio Max

Shot 4 (Jump into Gate): Scene layout, camera and character animation.

Program used: 3dStudio Max

Shot 5 (Dog Chase): Scene layout, camera and character animation.

Program used: 3dStudio Max

Shot 6 (Dog Chase): Scene layout, camera and character animation.

Program used: 3dStudio Max

Shot 7 (Bioshock2): Scene layout, camera and sand castle animation.

Programs used: XSI, 3dStudio Max

Shot 8 (Command and Conquer - "Car attack"): Scene layout, camera and creature animation.

Program used: 3dStudio Max

Shot 9 (Command and Conquer - "Bugs death"): Scene layout, camera and creature animation.

Program used: 3dStudio Max

Shot 10 (Warhammer 2 - Wizard death): Character animation.

Programs used: XSI, 3dStudio Max

Shot 11 (Command and Conquer - "Missile attack"): Scene layout, camera and missile animation.

Program used: 3dStudio Max

Shot 12 (Command and Conquer - "Missile attack"): Scene layout, camera and missile animation.

Program used: 3dStudio Max

Shot 13 (Command and Conquer - "Missile attack"): Scene layout, camera, missile and space station animation.

Program used: 3dStudio max

Shot 14 (Section 8): Character and camera animation.

Programs used: XSI, 3dStudio Max

Shot 15 (Section 8): Character and camera animation and some motion capture editing.

Programs used: XSI, 3dStudio Max

Shot 16 (Section 8): Character and camera animation.

Programs used: XSI, 3dStudio Max

Shot 17 (Halo): Character and vehicle animation along with motion capture editing.

Programs used: XSI, 3dStudio Max

Shot 18 (Halo): Character animation and motion capture editing.

Programs used: XSI, 3dStudio Max

Shot 19 (Halo): Creature animation.

Programs used: XSI, 3dStudio Max

Shot 20 (Halo): Creature animation and motion capture editing.

Programs used: XSI, 3dStudio Max

Shot 21 (Halo): Creature animation and motion capture editing.

Programs used: XSI, 3dStudio Max

Shot 22 (Wolverine): Character animation and motion capture editing.

Programs used: XSI, 3dStudio Max

Shot 23 (Section 8): Character animation and motion capture editing.

Programs used: XSI, 3dStudio Max

Shot 24 (Bunny and Butterflies): Character concept, rigging and animation.

Program used: 3dStudio Max