

JUSTIN FRANCIS CHARACTER ANIMATOR

PROJECT INJUSTICE 2 BREAKDOWN SHEET

DESCRIPTION

Injustice 2 a side-scrolling fighting game and sequel to the hit game *Injustice: Gods Among Us*, where players battle against characters from the DC Comics Universe. It has been given reviews of no less than 90% approval from at least 18 well-known game critics, as well as the “Best Fighting Game” award at E3 2016. My contribution to this project was over 200 shots of the in-game fight animation, such as jump attacks, duck attacks, single hit attacks, combos, special moves, meter burns attacks (MB), victim animation towards unique attacks, navigation moves, and prop animation.

SKILLS USED

Keyframe Animation
Technical Animation

SOFTWARE

Maya
Motion Builder

CONTACT

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ACHIEVEMENTS

- Few weeks into the project, I assisted animator Ian Schneider in learning how to navigate and use the tools in Motion Builder due to my previous experience with the software. After 2-3 months, Ian became one of the strongest animators on the team.
- The character Scarecrow arrived at the studio without a rigging system. I created an aim-constraint system to animate the shots *Overdose* and *Succumb To Fear*. I also wrote a step-by-step document to import prop animation from Maya to Motion Builder for Brainiac's six tendrils.
- Assisted lead animator Ryan Torrey to complete his more advanced shots and allow Ryan time to prep the next character for animation.
- Three months before wrapping the project, I assisted Ryan Torrey in teaching his techniques and critiquing shots produced by the newly hired animators Brandon Yates, Kristen Fujiyama, and Paul Eppleston, so Ryan had minimal notes and could continue his work. The team was able to remain on time and deliver quality shots.

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PROJECT INJUSTICE 2 SHOT LIST

Atrocitus

Dash Forward
Block Hit
Block Stumble
Duck Block Hit
Getup Front Feet Away
Getup Front Feet Facing
Getup Front Feet Left
Getup Front Feet Right
High Pain
Death's Touch
Losing Control
Blood Swipe
Freshly Dead
Sector 666
Blood and Rage
Crimson Red
Napalm Vomit
Napalm Vomit MB
Up Napalm Vomit
Up Napalm Vomit MB

Bane

Mercenary's Elbow
Air Top Rope
Air Top Rope – Victim

Black Canary

Canary Crawl
Soaring High
Hyperspin
Rising Kick
Canary Cry – Air
Canary Cry Level 1
Canary Cry Level 2
Canary Cry Level 3

Blue Beetle

Dash Forward
Dash Backward
Jump Up
Jump Forward
Jump Backward
Look at That
Infinite Earths
Mace Slam (Mace)*
Mace Slam (Blades)*
Mace-Sive Pain (Mace)*
Mace-Sive Pain (Blades)*
Energy Cannon – Air*
Energy Cannon MB – Air*
End of Round Taunt

Brainiac

Tendrils Swam**
Lunging Punch
Machine-World
Man of Tomorrow**
Alternate Stance 2
Alternate Stance 3

Captain Cold

Grip Hit*
Just-Ice*
Barrel Bash*
Glacier Grenade*
Cold Blast*
Cold Blast MB*

Catwoman

Air Cat Dash

* - Single-Joint Prop(s) Animated

** - Multi-Joint Prop(s) Animated

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PROJECT INJUSTICE 2 SHOT LIST

Cheetah

Razor Paw
Ripping Flesh
Silent Stalker
Hunter Slam
Jungle Jump
Deadly Hook
Deadly Hook – Victim
Deadly Hook MB
Deadly Hook MB – Victim

Darkseid

Brutal Kick
Punishment
Anti-Life
Feel My Wrath
Feel My Wrath – Victim
Feel My Wrath – MB
Feel My Wrath – MB Victim

Deadshot

Double Barrel
Pistol Poke
Collateral Damage
Belle Reve
Wrist Cannon
Wrist Cannon MB
Wrist Cannon MB Forward
Wrist Cannon MB Backward
Trick Shot
Trick Shot MB

Dr. Fate

Ancient Blast
Mystic Strike
Immortal Inza
Tower of Fate
Guidance of Nabu
Simple Illusion
Evoking the Gods
Blood Price
Breath of Life

Firestorm

Rising Flame
Blistering Boot
Torched
Eternal Flame
Proximity Blast

Green Lantern

Quick Charge**
Overcharged Lantern
Overcharged Lantern – MB

Harley Quinn

Character Select – Attack*
Character Select – Hit Side*

Joker

HA*
HAHA*
HAHAHA*

Poison Ivy

Quick Bloom
Hedera Helix
Crawling Vines
Turning Leaf (Props Only)**
Parsley Responsible (Props Only)**
Re-Leafed (Props Only)**
Cyan-ara (Props Only)**

Robin

Deep Laceration*
Blades of Blood*
Vengeance*
Straight Stab*
Taught to Win*
Never Lose*
Smoke Pellet*
Remote Birdarang*
Sword Dance*
Sword Dance MB*
Assassin Strike MB*
Assassin Strike MB – Victim
End of Round Taunt*

* - Single-Joint Prop(s) Animated

** - Multi-Joint Prop(s) Animated

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PROJECT INJUSTICE 2 SHOT LIST

Red Hood

Flick Kick
Killing Criminals
Under the Hood
Rising Blade*
Stance Switch
Stance Turnaround
Out2Stance
Ground Mine
Going Ballistic Stance*
Going Ballistic Cancel*
Going Ballistic Quick Shot*
Electric Hammers*
Hammer Slam*
Double Hammers*
Hammer Fury*
Low Shot *
Low Shot – Victim
Brain Buster*
Brain Buster – Victim
Switch and Shoot*
Switch and Shoot – Victim

Scarecrow

Ground Shaker**
Overdose**
Succumb to Fear**
Rising Scythe**
Fear-Ferno**
Fear-Ferno MB**

Starfire

X'Hal's Strength/Nova Blast

Supergirl

Streaky Strike
Power Break
Supercharged
Space Boot
Zor-El Pain
Crisis Slam
Hover Stall
Freeze Breath

Swamp Thing

Dash Forward
Dash Backward
Block Hit
Block Stumble
Duck Block Hit
Jump Up
Jump Forward
Jump Backward

Wonder Woman

Warrior's Boot*
Warrior Cut*
Paradise Found*
Warkiller*
Bladed Pain*
Eye of the Gorgon*
Amalthea Bash*
Amalthea Bash MB*
Upward Amalthea Bash*
Upward Amalthea Bash MB*

Cinematics

Chapter 2 – Black Canary's
Vine Escape (Vines Only)

* - Single-Joint Prop(s) Animated

** - Multi-Joint Prop(s) Animated