

# JUSTIN FRANCIS CHARACTER ANIMATOR

## DEMO REEL BREAKDOWN

### LIVE ON STAGE



Cortex - Marker Cleanup  
Motion Builder - Character Animation & Violin Constraints  
Maya & Mental Ray  
Modeled, Rigged, and Textured LED Screen & Stage Lights  
Modeled & Textured all Props, but only Textured Violin  
Fog VFX  
After Effects - LED Screen

Motion Capture Actress: Lindsey Stirling  
Violin Model: Roland Athouris  
Character Model & Textures: Caris Frazier  
Character Rigging: Landon Tate

### TIRED SENTRY



Maya & Mental Ray –  
Modeled, Textured, and Constrained Polearms & Moom's Hood  
Modeled and Textured Kale & Environment  
Retextured Moom

Character Rigging - Jennifer Conley  
nCloth Simulation - Marley Kudiobor  
Moom Rig - Ramtin Ahmadi

### HERO'S JUMP



Cortex - Marker Cleanup  
Maya & Mental Ray –  
Modeled & Textured Environment  
Adapted Spider-Man Rig for Motion Builder  
Motion Builder - Character Animation (keyframe + motion capture)  
Nuke – Compositing

Spider-Man Model - Gary Wee  
Spider-Man Textures - Jimmy Wijaya  
Motion Capture Actress - Lindsey Stirling

### I JUST DO THINGS



Maya & Mental Ray –  
Modeled & Rigged Gun, Tie, & Badge  
Rigged Characters' Hands  
Norman to Gun and Morpheus' Neck  
Morpheus' to Neck and Norman's Forearm

Dialogue - Heath Ledger  
Morpheus Rig - Josh Burton  
Norman Rig - Leif Jeffers, Morgan Loomis, Peter Starstokin, Neal Tibodeaux