

SHANERICHARDS | ARTIST/ANIMATOR

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REEL BREAKDOWN

0:07

10 SECOND CLUB ANIMATION SESSION

Characters animated to dialog for a 10secondclub.net animation session.
Concept and animation by me. Character rig by Peter Starostin.

Software: 3D Studio Max, Premiere

0:17

CGSOCIETY ANIMATION SESSION

Character animation to 'Addams Family' dialog for a cgsociety.org animation session.
Concept and animation by me. Character rig by Peter Starosin.

Software: 3D Studio Max, After Effects

0:23

NICKELODEON IDENT

Animation for Nickelodeon TV channel. All work by me.

Software: Maya, After Effects

0:29

BOXER AND KARATE COCKFIGHTERS

Characters modelled, rigged, textured and animated by me.

Software: 3D Studio Max, Photoshop

0:52

MOUSE CHARACTER & ANIMATION

Modelled, rigged, textured and animated by me. Character concept by Alioshar Guo.

Software: 3D Studio Max, Photoshop, Combustion

1:08

TRUCK CHARACTER & ANIMATION

Character concept, model, rig, texture and animation by me.

Software: 3D Studio Max, Photoshop, Combustion

1:17

PLANE MODEL AND ANIMATION

Character model, animation, texture and effects by me. Plane model by Melinda Parr.

Software: 3D Studio Max, Photoshop

1:20

PIRATE PARROTS ANIMATION

Environment, parrot animation, lighting and rendering by me. Parrot concept by Karen Rowbotham. Parrot model by Ryan McCalla.

Software: 3D Studio Max, Photoshop, Combustion

1:31

BATTLESHIP ANIMATION

Environment, effects, animation, lighting and rendering by me. Models by De Espona.

Software: 3D Studio Max, Photoshop, Combustion, After Effects