

# Daniel Edwards

## demo reel breakdown

### **Ninja Gaiden Z: Yaiba – fight scene (E3 attract teaser)**

shot 1 – pre-visualization : worked to create the overall idea of the scene

shot 2 – pre-viz / layout / animation : created, planned, setup and fully animated the idea

shots 3,4,5 – pre-viz / layout : created idea and setup scene to be animated

shots 6,7 – pre-viz / layout / animation : created, planned, setup and fully animated the idea

### ***title screen with my name***

### **Arthur Christmas – sleigh scene**

shots 8, 9, 10 – all animation

### **Hotel T – hotel lobby shots**

shot 11 – animation of main characters only, composed background with pre-existing cycles

shot 12 – did not animate, just arranged pre-existing cycles

shot 13 – animation of main characters only, composed background with pre-existing cycles

shot 14 (Johnny freaking out) – all animation

### **Cloudy With A Chance of Meatballs – Sam Sparks weather report**

shot 15 – main animation including most crowd (I did not do the man in plaid, screen right)

### **Cloudy With A Chance of Meatballs – Flint inside flying car shots**

shots 16, 17, 18 – all animation

### **Arthur Christmas – Arthur stealing metal deer**

shots 19, 20 – all animation

### **Cloudy With A Chance of Meatballs – Flint “can’t you just be happy for me?”**

shot 21 – all animation

### **Arthur Christmas – surrounded by lions shots**

shots 22, 23 – all animation

shot 24 – main character animation only (not lions)

### **Hotel T – Mavis and Johnny “is it true, are you a human...”**

shots 25, 26, 27, 28 – both main characters

### **Hotel T – zombie stealing mannequin**

shot 29 – zombie and mannequin

### **Ninja Gaiden Z: Yaiba – Baby Bruiser boss intro (E3 demo level)**

shot 30+ – all animation

### ***ending title screen with my name***

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