

David Martinez - Reel Breakdown



Dragon Flight Cycle

Responsible for all animation.

Completed as part of Animation Mentor's Animals&Creatures Masterclass.

Rigs provided By:

Animation Mentor



Cat Jump

Responsible for all animation.

Completed as part of Animation Mentor's Animals&Creatures Masterclass.

Rigs provided By:

Animation Mentor



Dog Run Cycle

Responsible for all animation.

I animated this run cycle as a personal test. This was my first attempt to quadruped animation.

Rigs provided By:

Animation Mentor



Creature Fight

Responsible for all animation.

Completed as part of Animation Mentor's Animals&Creatures Masterclass.

Rigs provided By:

Animation Mentor



Lego Obi Wan

Responsible for all animation.

Animation test done during the production of the game 'Lego Clone Wars'.

Rigs & Props provided By:

Traveller Tales



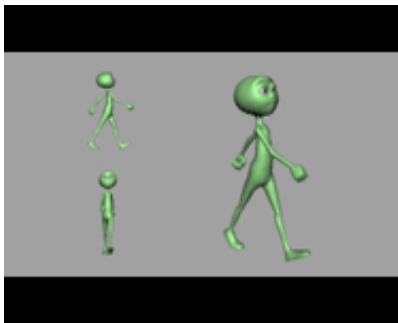
Berni Olimpico

Responsible for all animation.

I animated this sequence for 'Berni Olimpico' (TV Series).

Rigs & Props provided By:

Keytoon Animation Studios



Walk Cycle

Responsible for all animation.

I animated this walk cycle as a personal test.

Rigs provided By:

Animation Mentor



Temple Entrance

Responsible for all animation.

Cutscene done for the game Lego Indiana Jones 2: The adventure continues.

Rigs & Props provided By:

Traveller Tales



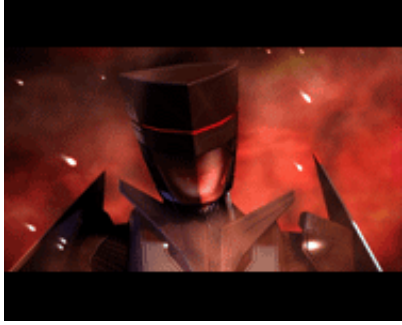
Expelliamus

Responsible for all animation.

Cutscene done for the game Lego Harry Potter: Years 1-4.

Rigs & Props provided By:

Traveller Tales



Bodycount

Responsible for character animation only.

Keyframe animation and Edited Motion Capture for Codemaster's Bodycount.

Rigs & Props provided By:

Codemasters