

W. Jacob Gardner

CHARACTER ANIMATOR

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Shot 1 — “MoCap” Suit

(excerpt from short film)

Responsible for:

Animation

Software used:

Maya, After Effects

Additional Credit:

Jason Baskin (model/rig)



Shot 2 — Trust

Responsible for:

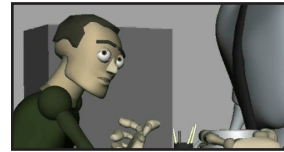
Animation

Software used:

Maya

Additional Credit:

P.J. Leffelman (model/rig)



Sequence 3 — “Switch”

(several shots)

Responsible for:

Animation

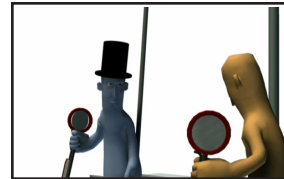
Software used:

Maya, After Effects

Additional Credit:

Jason Baskin (model/rig)

Tom Jech (set models)



Shot 4 — Facial Animation

(excerpt from short film)

Responsible for:

Animation, Rigging

Software used:

Maya

Additional Credit:

Andrew Talcott (model)



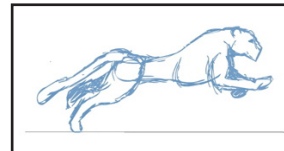
Shot 5 — Cheetah Run Cycle

Responsible for:

Animation

Software used:

Flash



Shot 6 — “MoCap” Suit (part 2)

(excerpt from short film)

Responsible for:

Animation

Software used:

Maya, After Effects

Additional Credit:

Jason Baskin (model/rig)

AnimationMentor.com (“Stewie” Character Design)

