

# Chris Myers

Character Animator

# Demo Reel Breakdown

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00:00:06 - Call of Duty: Infinite Warfare, Wraith, Motion Capture / Key Frame Animation, Maya

00:00:18 - Call of Duty: Infinite Warfare, Winner's Circle, Motion Capture / Key Frame Animation, Maya  
As Point Animator for the Winner's Circle I directed all motion capture shoots and had a wide range of responsibilities for this system - detailed on my resume.

00:00:32 - Call of Duty: Ghosts, Loki Level Intro, Key Frame Animation, 3ds Max  
Animated the entire level intro consisting of a first person rig, six third person rigs, and the space shuttle. As the player regains full control he is surrounded by cinematic fire fight as allies emerge from the station.

00:00:36 - Call of Duty: Ghosts, Explosion Event, Key Frame Animation, 3ds Max  
Animated the first person and third person characters. I rigged and animated the 30 plus props you see in this shot. The small particles (anything smaller than a toaster) was added later by FX.

00:00:46 - Call of Duty: Ghosts, Extinction Rhino, Key Frame Animation, 3ds Max, Rayfire  
Animated the Rhino and rigged and animated the wall.

00:00:48 - Call of Duty: Ghosts, Extinction Crates, Key Frame Animation, 3ds Max

00:00:56 - Call of Duty: Ghosts, Extinction Kraken, Key Frame Animation, 3ds Max

00:01:00 - Call of Duty: Ghosts, Sky Bridge, Motion Capture / Key Frame Animation, 3ds Max

00:01:04 - Call of Duty: Ghosts, Stealth Kill, Motion Capture / Key Frame Animation, 3ds Max

00:01:07 - Call of Duty: Infinite Warfare, A.I. Melee Kills, Motion Capture / Key Frame Animation, Maya

