

Andrew Garber

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Demo Reel Breakdown

All animation listed in order of appearance.

1. The Chase: (Finished October 2008) Personal animation project. I did all of the animation, Human character design, set design, Modifications to the Norman rig and lighting. The robot rig is a combination of two free rigs from the internet plus my own modifications like the antenna. All animation done in Maya.
2. I killed him: (Finished October 2008) Dialogue project for the 11 second club animation contest. I did all of the animation, character design and modifications to the Norman rig. All animation done in Maya.
3. Barbados: (Finished September 2008) 2 person dialogue project. I did all of the animation, character designs and Modifications to the Norman rig. All animation done in Maya.
4. Girl Walk: (Finished October 2008) Character walk cycle. I did all of the animation, character design, lighting, rendering and modifications to the Norman rig. All animation done in Maya, I used After Effects to combine the 3 views.
5. Elf vs. Troll: (Work in progress) Animation test done for Blizzard entertainment. I did all of the animation, character design and modifications to the Norman rig. All animation done in Maya.
6. Bar Girl: (Finished August 2008) Emotional gear change assignment. I did all of the animation, Character design, set design, lighting, rendering and modifications to the Norman rig. All animation done in Maya.
7. The Alien: (Finished August 2008) 2 person dialogue project. I did all of the animation, character design, set design, lighting, rendering and modifications to the Norman rig. All animation done in Maya.
8. The apple: (Finished September 2008) The assignment was to show a character fixing something. I did all of the animation, character design, set design, lighting, rendering and modifications to the Norman rig. All animation done in Maya.
9. Artwork: Some examples of my best figure drawings and paintings.

