

Valerie Kagehiro

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DEMO REEL SHOT BREAKDOWN (in order of appearance)

SHOT BREAKDOWN (in order of appearance)

TULKUN HUNT

Responsible for the previs animation of all vehicles, creatures, and the pinger. Added in previs FX of splashes and pinger projectile trail.

KIDS BREATHING EXERCISE

Responsible for bringing in the motion capture performance into the scene and integrating it with the environment. Added in previs background creatures and activity to liven up the environment.

LOAK SHELL

Responsible for bringing in the mocap performances and setting up the water constraint for proper water level interaction. Added in previs background life.

KIDS SWIM TO COVE

Responsible for the previs animation and paths for the ilu. Connected the characters to the creatures. Added previs background fish and set dressed some of the environment to the camera.

TULKUN HUNT

Responsible for previs creature animation. Created a previs representation of the underwater depth charge explosion and effects and added it to the scene along with various other splash FX.

TULKUN HUNT

Responsible for the previs animation of the creatures and vehicles. Added in previs FX of splashes and water interaction.

SHACK SHOOTOUT

Responsible for adding in previs gun tracer fire. Added in bullet hits and debris FX. Added in plant interaction with the bullets and motion capture characters.

TULKUN HUNT (UNDERWATER)

Responsible for the previs animation of the tulkun, submarines, boats, missiles, and float bag animation. Added in previs splash FX, missile trails, and submarine trails.

TULKUN HUNT (ABOVEWATER)

Responsible for the previs animation of the boats and cable. Added in previs spray and splash FX.

TULKUN HUNT (UNDERWATER)

Responsible for the previs animation of the harpoon, cable, tulkun, and boats. Added in the previs underwater trail, explosion FX, and splashes.

TULKUN HUNT (ABOVEWATER)

Responsible for the previs animation of the boat, harpoon, and the cable. Added in previs FX of boat and creature splashes.

TULKUN HUNT (ABOVEWATER)

Responsible for previs boat animation. Added in motion capture performances into the scene and integrated with the live plate. Added in previs splash and spray FX for the trail and hitting Quaritch to match the live plate.

DELETED TULKUN HUNT SCENE

Added in Quaritch's motion capture performance and integrated into the scene. Animated CG previs props of beer and harpoon reload to integrate with the live action plate.

CHOKING HAZARD

Responsible for animation of the character, camera, and props.

WANDER - short film

Responsible for all previs animation of character, props, and camera. Added in and placed environment set dressing. Also did the final animation of character, props, and camera.

HUSBANDS SHOULD BE LIKE KLEENEX

Responsible for all character animation.

FIGHTING COMBO

Responsible for all character and camera animation. Created animated effects.

TREE OF LIFE (ilu)

Responsible for the final animation of all creatures. Set dressed the environment and added in the lighting.

TREE OF LIFE (tulkun)

Responsible for the final animation of all creatures. Set dressed the environment and added in the lighting.