

Valerie Kagehiro

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DEMO REEL SHOT BREAKDOWN (in order of appearance)

TULKUN HUNT -sequence

Responsible for creating and installing previs animation of creatures, vehicles, and props. Added and dressed previs splashes, trails, and explosion FX where needed. Added vehicle lights and animated them. Responsible for scene-building and shot setup for underwater shots and background picador crews.

SHACK SHOOTOUT -sequence

Responsible for creating and dressing plant interaction animation. Dressed previs bullet hits and FX throughout the sequence. Added in animated bioluminescent bullet hit FX where needed. Installed and attached muzzle flash FX to the weapons and timed and animated to the performances.

CHOKING HAZARD

Responsible for all animation.

ILU TREE OF LIFE and TULKUN TREE OF LIFE

Responsible for all animation of creatures. Added in FX. Set dressed environment and added the lighting. Tweaked creatures bioluminescent patterns and tattoos to better work with the projection. Collaborated with the Disney team to fine-tune the best look.

FIGHTING COMBO

Responsible for all animation.

WANDER - short film

Responsible for all previs animation of characters, creatures, cameras, and props. Set dressed the environment during previs phase and was responsible for updating throughout the production. Responsible for the final animation of the characters, creatures, cameras, and props. Also did the final lighting and set dressing.