



# MEG MJAATVEDT

3D CHARACTER & CREATURE ANIMATOR

## DEMO REEL 2020 BREAKDOWN SHEET pg. 1



### SOMA

Student Work

**Responsible for Character Animation**

Program used: **Maya**

Character & Assets: Georgia Saroj, Lighting, Rendering & Compositing: Jared Fischler, FX: Brandon Zhao, Rigging: Matthew Rom  
Gnomon's Best of Term Grand Prize (Summer 2020)



### BAT SNIPER & LIL BOT

Student Work

**Responsible for Character Animation & all other aspects excluding the rigs and their textures.**

Programs used: **Maya, Substance Painter, World Machine & Unreal Engine** (for lighting, some procedural textures, cameras, post-process effects, cutting the cinematic in Sequencer, rendering)  
Rigs: Kiel Figgins



### PAPER ANIMALS

Student Work

**Responsible for Character Animation, Tracking, Rendering & Integration**

Programs used: **PFTrack, Maya, Redshift, After Effects**

Rigs: Truong



### DRAGON RUN TO FLIGHT

Student Work

**Responsible for Animation**

Programs used: **Maya**

Rig: Truong



### HORSE REARING

Student Work

**Responsible for Animation**

Programs used: **Maya**

Rig: Carlos Contreras



# MEG MJAATVEDT

3D CHARACTER & CREATURE ANIMATOR

## DEMO REEL 2020 BREAKDOWN SHEET pg. 2



### ZELDA ATTACK ANIMATIONS

Student Work

**Responsible for Animation**

Program used: **Maya**

Rig: Christoph Schoch



### FRED ASTAIRE

Student Work

**Responsible for Animation**

Program used: **Maya**

Rig: Animation Mentor



### DIALOGUE: "BECAUSE YOU CALLED ME RUDE"

Student Work

**Responsible for Animation**

Program used: **Maya**

Rig: Gabriel Salas

Voice: Emily Hampshire (Schitt's Creek)



### MR. BUTTONS & CRICKET

Student Work

**Responsible for Animation**

Program used: **Maya**

Rigs: Keith Osborne (Mr. Buttons), Truong (Cricket)