

James C. Dittmer Demo

Reel Shot Breakdown

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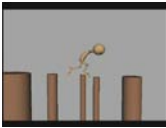
Real Job (Shot 1):

James created the animation, texture, and set for this dialogue piece. The audio is from the movie, "Knocked Up."



Dog Clip from Unexpected Friend (Shot 2):

Everything was animated by James. Set was also built by James.



Pedestal Jump (Shot 3):

James created the animation for this shot.



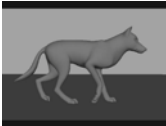
Ballie's Skills (Shot 4):

James created the animation.



Mechanical Walker Walk (Shot 5):

Mechanical walking test animated by James for Dream Machine Studios.



Dog Walk Test (Shot 6):

Dog was animated by James.



Soldier Walking Aimed (Shot 7):

Everything animated by James for Dream Machine Studios.



Mechanical Walker Jump (Shot 8):

Walker jump animated by James for Dream Machine Studios.



Soldier Walking Rifle Up (Shot 9):

Test animated by James for Dream Machine Studios.



Soldier Walking with Rifle held at side (Shot 10):

James animated walking soldier for Dream Machine Studios.



Heavy Metal Air Guitar Jam (Shot 11):

Heavy Metal character for IPod game animated by James for Dream Machine Studios.



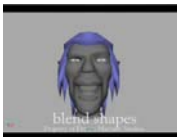
Sickly Susie Facial Blend Shapes (Shot 12)

James sculpted the blend shapes for this female character.



Cardslinger Facial Blend Shapes (Shot 13):

Blend shapes for the character were created by James.



Jagged Mickey Facial Blend Shapes (Shot 14):

All blend shapes for this shot were done by James.



Cashier Clip from Unexpected Friend (Shot 15):

James created the animation, texture, and set for this shot.