

Demo Reel Breakdown for Alan Blevins Reel updated on 3/4/2009

1) Robot rig in action

(Maya 8.5, Mental Ray, After Effects CS3 – animation by Garrett Moring)

I developed a 30-second animation with four teammates from Texas A&M for the summer “Industry Course” under the guidance of Dreamworks Animation. This shot put the robot through more poses than any other. I also did some background shading as well as the mist / washing effect.

2) Robot rig

(Maya 8.5 – model by Chris Griffin)

This is the rig that coffee built. Due to time constraints, the rig was constructed exclusively by me in a single marathon 18-hour rigging extravaganza. It didn't break once the whole summer! Points to note:

- Helicopter movement on the head (rotating about a ball joint)
- Numerous pistons (four on the face, eight on the legs, and a double-piston on the neck)
- Track-rolling panels hidden behind each leg
- Zero-pose is a ball

3) Da Bunny rig (work in progress)

(Maya 8.5 – model by Chris Wheeler)

Da Bunny is a rig I'm working on to show better control of deformations. I plan to complete the rig with face and neck deformation, cartoon / stretchy features, and of course a nice set of controls.

4) Salamander walk cycle

(Maya 7.0, Mental Ray)

I did all the modeling, texturing, rigging, and animation.

5) Salamander rig

(Maya 7.0)

This first full-creature rig was made for the final project of Tim McLaughlin's rigging and animation class. Using geometry as controllers seemed like a fun idea at the time.

6) Happy Bears animation cycles

(Maya 2008 – model and rig by Garret Moring)

I did a series of cycles for a quick 2-week project involving dancing bears, asteroids, UFOs, and destruction. These five are my favorites. I also set the camera movements and animation paths.

7) Particle system

(C++, OpenGL, Qt)

This was a project for “Physically-Based Modeling”. This program can handle up to 30k particles in real time, and 100k in real time if your blood pressure is dangerously low.

8) Duck Feeder XTREME flocking and particle simulation

(C++, OpenGL, Qt)

Another project for “Physically-Based Modeling”. I programmed the flocking parameters and behavior of the ducks to mimic behaviors I observed in my duck feeding research. Also, different types of bread particles have different flight characteristics.

9) Egg shader

(RSL, Renderman, Maya 7.0)

100% procedural egg shell shader written in Renderman Shading Language.

10) An Inconvenient Displacement Shader

(RSL, Renderman, Maya 7.0)

I think this shader looks similar to glaciers receding. Also 100% procedural.

This reel was compiled with AfterEffects CS4.