

Jessica Ott - Animation Showreel Shot List.

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Jurassic World Rebirth – directed by Gareth Edwards.
ILM, London.
Shots 1 and 2 key frame animation for Mosasaur.
Software: Autodesk Maya.



Jurassic World Rebirth – directed by Gareth Edwards.
ILM, London.
Shots 3 and 4 key frame animation for Spinosaur.
Software: Autodesk Maya.



Jurassic World Rebirth – directed by Gareth Edwards.
ILM, London.
Shots 5 and 6 key frame animation for Titanosaur
Software: Autodesk Maya.



Jurassic World Rebirth – directed by Gareth Edwards.
ILM, London.
Shot 7 key frame animation for D-Rex.
Software: Autodesk Maya.



Disney's Mufasa The Lion King – directed by Barry Jenkins.
MPC, London.
Shots 8 and 9 key frame animation for Timon and Pumba
Software: Autodesk Maya.



Disney's Mufasa The Lion King – directed by Barry Jenkins.
MPC, London.
Shot 10 key frame animation for Zazu and camera.
Software: Autodesk Maya.



Disney's Mufasa The Lion King – directed by Barry Jenkins.
MPC, London.
Shot 11 key frame animation for Zazu and all lions.
Software: Autodesk Maya.



Disney's Mufasa The Lion King – directed by Barry Jenkins.
MPC, London.
Shot 12 key frame animation for Zazu and Sarabi.
Software: Autodesk Maya.



Disney's Mufasa The Lion King – directed by Barry Jenkins.
MPC, London.
Shot 13 key frame animation for Zazu, lions and camera.
Software: Autodesk Maya.



Disney's Mufasa The Lion King – directed by Barry Jenkins.
MPC, London.
Shot 14 key frame animation for foreground Kudu.
Software: Autodesk Maya.



Disney's Mufasa The Lion King – directed by Barry Jenkins.
MPC, London.
Shot 15 key frame animation for all lions and camera.
Software: Autodesk Maya.



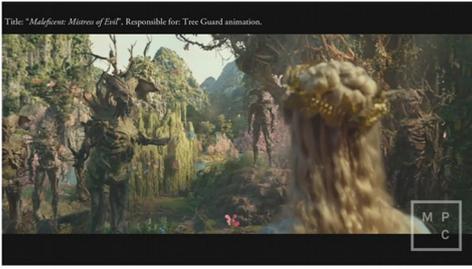
Disney's Mufasa The Lion King – directed by Barry Jenkins.
MPC, London.
Shot 16 key frame animation for all lions and camera.
Software: Autodesk Maya.



Disney's Mufasa The Lion King – directed by Barry Jenkins.
MPC, London.
Shot 17 key frame animation for all lions and camera.
Software: Autodesk Maya.



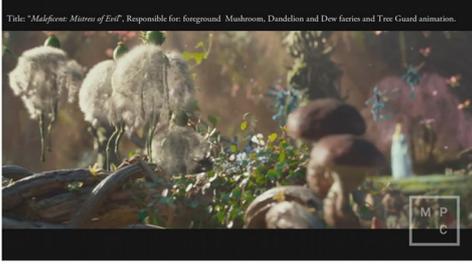
Clifford the Big Red Dog - directed by Walt Becker.
MPC, London
Shots 18 and 19 Key frame animation for puppy Clifford.
Software: Autodesk Maya



Disney's Maleficent: Mistress of Evil – directed by Joachim Ronning MPC, London.

Shot 20 mocap animation for background treeguards and key frame animation for foreground treeguard.

Software: Autodesk Maya.



Disney's Maleficent: Mistress of Evil – directed by Joachim Ronning MPC, London.

Shot 21 mocap animation for treeguards, foreground mushroom, dandelion and dew faeries and key frame animation for central treeguard.

Software: Autodesk Maya.



Disney's Maleficent: Mistress of Evil – directed by Joachim Ronning MPC, London.

Shot 22 mocap animation for body and face for both Pinto and Button.

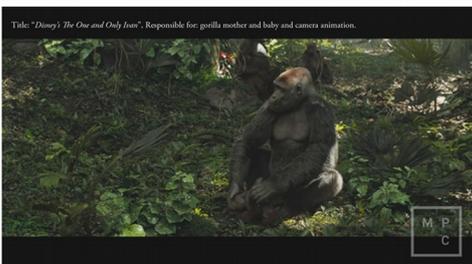
Software: Autodesk Maya.



Disneys The One and Only Ivan - directed by Thea Sharrock MPC. London.

Shot 23 keyframe animation for foreground mother and baby

Software: Autodesk Maya.



Disneys The One and Only Ivan - directed by Thea Sharrock MPC. London.

Shot 24 keyframe animation for foreground mother and baby also plate retime and camera animation.

Software: Autodesk Maya.



iAnimate Workshop 4: Close up Facial Acting and Lip Sync.

Shots 25 and 26 Responsible for: Character Animation.

Software: Autodesk Maya.

Online Life Drawing - <https://jookpubstock.com> and New Masters Academy

