

ANIMATION REEL 2D/3D/MOCAP

BREAKDOWN DOCUMENT

My credits in the reel are:

All 2D animation with traditional drawing techniques, Photoshop, Flash, Illustrator, Cintiq, and 3D Max Video Post

All 3d models, KF animation, rigs, textures, lighting, sets, sims & effects with 3D Max, and Photoshop

All live action / 3D animation effects, compositing, tracking, and rotoscoping with After Effects, Photoshop, and Mocha.

Mocap performer, with the help of two mocap recording technicians. I mixed / corrected the mocap data, and input it into 3D Max

I created all artwork, sculpture, storyboards, and concept art

In both *The Red Claw*, and *Underglove* shorts, I was the writer, director, producer, main camera operator, DP, editor, sound mixer, composer, and set designer

In post, I used Final Cut 7, Premiere, After Effects, Mocha, 3D Max, Logic, and Garageband

SHOTS AND TITLE CARDS LISTED IN ORDER OF APPEARANCE:

TITLE CARD:

ROMULO COLONIA
ANIMATION REEL
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TITLE: 2D ANIMATION

Animation, Backgrounds, & Effects Hand Drawn on paper & Cintiq

- Priestess $\frac{3}{4}$ walk cycle with veil
- Swimmer-dancer BW linework
- Swimmer-dancer in color with moving background

- Sketch book animation pen on paper

TITLE: THE RED CLAW

3D

Animation, Models, Rigs, lighting, textures, roto, tracking, compositing, flex, and hair sims

LIVE

Writer, director, producer, DP, editor, sound, music, set design, costumes, props

- Eagle wide shot flyby
- CU: Portrait closeup in actor's hand, she looks up (Mocha tracked video "portrait" of actress Jennifer Allman. The actor is James Johnson)
- MS: he holds portrait
- Trav: bird POV claws dives at him (assistant camera by Matt Mammola)
- CU from back: bird scratches his neck in passing
- CU: bird flies away
- CU: he falls with cam
- Extra CU: portrait falls on ground
- Wide: Bird lands through trees

TITLE: UNDERGLOVE

3D

Animation, models, rigs, lighting, textures, roto, compositing, flex, and hair sims

LIVE

Writer, director, producer, DP, editor, sound design, set design, costumes, props.

- CU: lizard legs walking

- CU: lizard tongue whip
- MCU: Rudy (me) beckons
- M to CU: Lizard walks tow cam
- MCU to CU: Lizard POV approaching Rudy
- CU to MCU: Rudy's POV Lizard turns, and walks away
- CU: Rudy fires magic circle
- MS: Lizard gets dizzy

TITLE: MOCAP DANCER

Facial animation, model, rig, textures, lighting, set design, hair / flex sims performance, motion mixing, choreography

- MS: Clip of a mocap dancer sequence on forest background

TITLE: BREAKDOWNS

- MS: Eagle wingspan, quick render
- CU: Mesh detail claws
- MCU: Mesh details torso and head
- MS: Mesh details wingspan, from below
- MCU: Mesh details $\frac{3}{4}$ view
- MCU: Rig seen from above
- MS: Rig $\frac{3}{4}$ View
- MCU: Rig from above, through body
- CU: Mesh detail claws scratch his neck with different materials / properties
- CU: Mesh details claws with Flex parameters on feather geometry

- CU: Quick render claws & feathers with diffuse, opacity, bump parameters
- MS Two Shot: Ballerina clay sculpture and 3D model: front $\frac{3}{4}$
- MS Two Shot: Ballerina clay sculpture and 3D model: back $\frac{3}{4}$
- CU and MS Two Shot: Ballerina graphite sketch profile and 3d model: front mesh, flex on breasts
- CU and MS Two Shot: Ballerina graphite sketch profile and 3d model: back mesh
- CU: mesh detail hand
- CU: mesh detail face, $\frac{3}{4}$
- CU: quick render $\frac{3}{4}$, with feather hairstyle
- CU: quick render $\frac{3}{4}$, smiling, FFD modifier parameters: Two FFD's per eye, two for lips
- MS: Rig seen through body, standing
- MS: Rig seen through body, dancing
- MS: Mesh view, dancing
- Four panel view: cloth patterns, unwrapped texture maps, plant textures
- Four panel view of completed model with cloth, and feather hair sims
- 3d Horse for game design, back, side, CU
- Four panel view *Underglove* project, actors on live set and 3D sets. Rudy played by me, actress is Mona Tapp.
- Storyboard *Underglove* project, lizard attacks Rudy scene

TITLE: FLATBOOK

Artwork in pen & ink, oils, woodcuts, sculpture, life drawing

- Asphodel's ship, pen and ink on paper
- Romans, 3'x 4' oil on canvas
- Harlequin, 3'x4' oil on canvas
- Butcher, woodcut
- Sonar among Romans, pen & ink
- Theater poster, *Blithe Spirit* etching with pen & ink, and pencils
- Five panel poses of articulated stop motion puppet carved in wood, for a stop motion 15 min short I made
- Two panels theater posters, *Pippin* woodcut, and *1940's Radio Hour* pen & ink
- Two panel life studies, both 36" x 24"

TITLE: SOFTWARE

3D Max, Flash, After Effects, Mocha, Photoshop, Illustrator, Motionbuilder, mocap system, Logic, Garageband

TITLE: ROMULO COLONIA

MFA Computer Animation University of Cincinnati
MA Production Georgia State University
BFA Painting & Drawing Georgia Southwestern State University

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