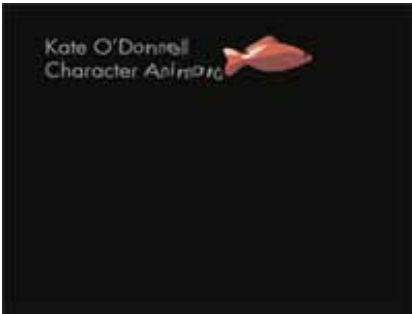


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## Demo Reel Shot Breakdown



### **Reel Bumper**

*Maya, After Effects*

Concept, model, rig, and animation.



### **WWE '13**

*MotionBuilder, 3ds Max*

Edit/polished motion capture; hand and facial animation; and created and animated cameras.



### **McDougal's Slightly Ominous Adventures in Technicolor**

*Maya*

Animated most of the hydrants and used character sets to create the "mob" of hydrants hopping over the hill.



### **WWE '13**

*MotionBuilder, 3ds Max*

Edit/polished motion capture; hand and facial animation; and created and animated cameras.



### **Kinect Star Wars**

*Maya*

Character animation and blocking.



### **Nissan Rogue 2014**

*Track, Maya*

3D Camera Tracking.



### **Big Dreams**

*Maya*

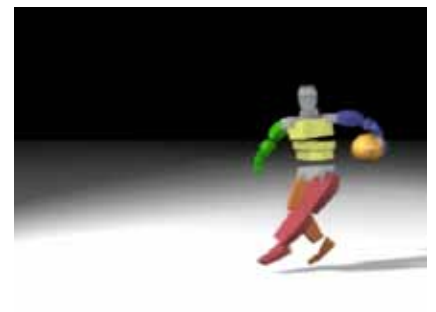
Concept and animation. Model and rig created by Andrew Silke.



### **WWE 2K14**

*MotionBuilder, 3ds Max*

Edited/polished motion capture; hand and prop animation; and created cutscene attributes.



### **Ballmaster**

*Maya*

Concept and animation. Model and rig created by Henry Foster.