

Kat Curry - Demo Reel shot breakdown
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Show Reel:

- 1) intro ant mound: Massive ants carrying seeds on back wall.
- 2) line of crowd ants behind the first 5-6 heroes. They run away based on a cue from audio cues from heroes.
- 3) dynamic Massive ants fly through the air when shoe hits. Filler ants running around rocks and grass.
- 4) tunnel: all Massive ants. Built locomotion brain which allows ants to run ahead if there's room, avoid bumping into others and flow together where tunnels meet
- 5) tunnel flood: created Massive brain to simulate being hit and be carried along by a tidal wave, and produced final shot (excluding water effects and hero animation).
- 6) "crowd surf": all ants are Massive. Ants react to sound of Lucas going down the tunnel, hands reach up in antic and pass through as Lucas passes by. Much of the ant's motion is done with Massive fuzzy logic rather than with keyed animation. Extended version in context, in Ant Bully Extras folder
- 7) "crowd surf2": similar to previous.
- 8) angry mob: assembled shot and tweaked ant brains. (The 6 in front are hero animated)
- 9) angry mob in tunnel: assembled shot and tweaked ant brains.
- 10) wasp attack: brains and shot production, all ground ants are Massive
- 11) wasp attack: brains and shot production, all ground ants and most caterpillars are Massive (the air lifted ones are hero).
- 12) wasp attack: shot production, background stampeding Massive ants
- 13) wasp attack: brain, all ants are Massive. shot production and brain modifications by Greg Wilton of Massive.
- 14) wasp attack: designed motion tree, built brain and produced final shot (excluding hero wasp, lighting, etc)
- 15) shot production.
- 16) shot production and brain modifications. background ants excluding children and hero nurse on left. Second shot shows Massive sim layer only.
- 17) Closeup of ants at a dinner table, used for a cafeteria sequence. Designed motion tree and brains, final shot production.
- 20) Demon Slayer: Lead character TD, animation supervisor
- 30) The Wild -previs "Taji/Ryan escapes"
- 33) elephant rig
- 34) vulture rig
- 35) goose rig
- 36) pigeon rig (also previs'ed this dance sequence)

Animation Reel:

Horse gaits study, side view: simple rig and animation
Horse walk study: rear view, cycle animation
"Tailer": simple character with tail, Animation Mentor rig
Startle and turn around. AM rig
Walking drunk, view, AM rig
"Sandbox": a little boy's changing moods.
Sticky door, AM rig

Extras and Previs

DemonSlayer
Jimmy Neutron (did a few shots while working on The Ant Bully)
The Wild Previs - Taji (Ryan) gets abducted. Inset shows how it appeared in final, which I did not animate on
The Wild - Pigeons Previs
The Wild - Pigeons final