

Ruben R. Gonzalez - Sergeant of Marines/Soldiers - Strong Work Ethic

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Animation Demo Reel - Shot Breakdown

* Camera Animation

Unless otherwise noted I have done the camera work for all these shots. All the shots done for The Universe Season 6, I also set up and rendered in stereo anaglyph as well.

Scene 1 - Three Hundred Dialogue

I did everything in this shot minus modeling, and rigging the actual character(s). The rig, which I used for both characters, is from the Gnomon Workshop DVD, "Character Animation: Acting and Lip Sync with Chris Kirshbaum." I created the cape, helmet, all background elements, and adjusted the shaders on the character.

Scene 2 - Anchorman Dialogue

I did everything in this shot minus modeling, texturing, and rigging the actual character. He is from the Gnomon Workshop DVD, "Character Animation: Acting and Lip Sync with Chris Kirshbaum."

Scene 3 - The Universe Season 6, Nemesis

I did the scene layout, using camera projection onto 4 separate pieces of simple geometry. I also did the animation for the Triceratops. Dust, camera shake, and compositing was done by Lala Ghukasyan. She also assisted me in editing the images for camera projection.

Scene 4 - Rajasaurus

I was responsible for rigging and skinning the head. I also did all the character animation, and camera work. Brent Tyler retouched the textures, and completed the lighting and rendering.

Scenes 5-29 – Charlie Brown-like Character Blocking Animations

Gil Hacco, working for Unical Aviation, asked me to do roughly 50 different animations, mostly in cycles, so he could use them in nonlinear animation shots for laser projections located at Unical. I was specifically told to do them quickly, and only as a rough blocking pass. These animations represent a rough blocking pass with the keys turned to splines.

Scene 30 - Jumping Man

I did everything in this shot minus modeling, texturing, and rigging the character. He is from the Gnomon Workshop DVD, "Character Animation: Acting and Lip Sync with Chris Kirshbaum," I created the helmet.

Scene 31 - The Universe Season 4, The Day the Moon Was Gone

This was a re-purposed alien character from Alien Faces. I remodeled the legs and used a displacement map which I modeled in Mudbox to bring out more detail. I also did all the animation, lighting and rendering.

Scene 32 - Sci-Trek, What Animals Think

I animated the bee to match a live action plate with a bee climbing down the flower. I also did the lighting and rendering. James Little did the hair for the bee, and Dean Guiliotis was the compositor.

Scene 33 - When Aliens Attack

I did the scene setup, animating, particle work, lighting and rendering. Brent Tyler did the texturing of the planes, and modeling and texturing of the alien ship. The compositing was done by Lala Ghukasyan.

Scene 34 - When Aliens Attack

I did the scene setup, animating, particle work, lighting and rendering. Brent Tyler did the texturing of the planes, and modeling and texturing of the alien ship. The VFX Supervisor, John McConnell did the compositing, and also added the heads up display and the faint reflection of the pilot.

Scene 35 - When Aliens Attack

I did the scene setup, animating, lighting and rendering. I also broke up the planes and animated them by hand. The initial explosion was an animated texture from a 3rd party, and the trail of debris with flames and smoke I did with particle clouds. Brent Tyler did the texturing of the planes, and modeling and texturing of the alien ship. The compositing was done by Lala Ghukasyan.

Scene 36 - When Aliens Attack

I did the animating. I also broke up the planes and animated them by hand. The initial explosion was an animated texture from a 3rd party, and the trail of debris with flames and smoke I did with particle clouds. Brent Tyler did the texturing of the planes, and modeling and texturing of the alien and mother ship in the background. He also did scene layout, lighting, camera animation, and rendering. The compositing was done by Lala Ghukasyan.

Scene 37 - When Aliens Attack

I did the scene setup, lighting and rendering. Brent Tyler did the modeling and texturing of the alien robots. The compositing was done by Lala Ghukasyan. Michael Heinz animated a walk cycle of the robots that I tweaked for this shot. I also added secondary animation.

Scene 38 - Sci-Trek, Mining the Moon

For this shot I did the scene layout, lighting, rendering, character and vehicle animation.

Scene 39 - History of the World in 2 Hours - Paleozoic to Mesozoic Periods

I did the scene layout, all the animation, lighting and rendering for everything except the dynamic fluids. For the background I also added cloud sprites. Nico Sugleris did fluid simulations for 80% of the transitions. Doug Witsken used a dynamic fluid done by Brandon Webb, during compositing for the top to bottom fluid transitions.

Scene 40 - Pencil Test, The Ram vs. The He-Goat

This animation was inspired by a prophetic end-times story I read in Daniel 7, and 8. As I understand it, the Rams two horns represent Media (Modern day Iraq), and Persia (Modern day Iran). The Goats Unicorn represents a unilateral power coming from the west (America) which travels across the face of the whole earth without touching the ground to do battle with the Ram. When I animated this piece I didn't have any voiceovers, hence the written dialogue.

Scene 41 - Senior Project, World War Bobby

This is an animation test I did for one of the characters I created for my senior project back in 2006. I modeled, rigged, textured, and animated the Raptor character.

Scene 42 - Senior Project, World War Bobby

This shot is from my senior project back in 2006. I modeled, rigged, textured, and animated the Raptor character. I also was responsible for setting up the scene with a boujou camera that was given to me. Lighting, rendering and compositing was done by Greg Elzerman. The fire was something I did as a test one day at work, using either sprites, or fluids.

Scene 43 - The Universe Season 3, Living in Space

I rigged and skinned the male astronaut, and animated both the male and female astronaut. I did all camera work, and rough composite. Dust was done in post.

Scene 44 - The Universe Season 5, Killer Asteroids

I re-purposed this Astronaut which I originally rigged and skinned for The Universe Season 3. I used a displacement and normal map for the asteroid terrain, did all character animation, lighting, scene layout, camera animation, rendering, and line-up composite.

Scene 45 - Sci-Trek, Mining the Moon

For this shot I did the scene layout, lighting, rendering, and character animation.

Scene 46 - The Universe Season 3, Earth Orbits

This futuristic astronaut was animated with only bones, and no control system. I did the scene layout, and created a custom parachute and dust particles to finalize the shot.

Scene 47 - Sci-Trek, Mining the Moon

For this shot I did the scene layout, lighting, rendering, and character animation.

Scene 48 - The Universe Season 6, Worst Days

I did the scene layout, and all dynamics using Maya particles/Instancing. I did the lighting and rendering. The texture of the planets was done by Mike Ranger. The compositing was done by Lala Ghukasyan.

Audio:

http://www.rosswalker.co.uk/movie_sounds/anchorman.htm

http://www.rosswalker.co.uk/movie_sounds/bleed.htm

Music:

Action Movie Music Score

Web Address - <http://www.videoblocks.com>