

Dean Rasmussen Demo Reel
Shot Breakdown

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Animations:

1. **Cowboy** - I modeled, rigged, textured and animated him.
2. **Coffin** - I used a pre-rigged character off the web. The animation is mine.
3. **Taxes** - I used a pre-rigged character off the web. The animation is mine.
4. **The Bowl** - I used a pre-rigged character off the web. The animation is mine.
5. **Scooby** - I used a rig of Scooby supplied by Rhythm & Hues. The animation is mine.

Feature Films:

1. **Chronicles of Narnia 1** - I was a Motion Capture Editor, animating on top of motion capture data, for several different creatures during the battle sequences. I was the supervisor for the Cyclops character. Our job was to make the motion capture more believable, such as adding weight and making them look more like monsters. We also put weapons in their hands, cleaned up the walk cycles and planted the feet on the ground.
2. **Garfield 1** - I did the Technical Animation. The fat and muscle jiggle, fur motion, collision objects, secondary animation and animation fix/clean-up.
3. **Harry Potter 1** - I did the Camera Tracking and Matchmoving for the Sorting Hat in the shot shown.
4. **Scooby Doo 1** - I did the Camera Tracking and Matchmoving for Scooby's head and body in many shots throughout the movie.
5. **X-Men 2** - I did many of the Camera Tracking and Matchmoving/Rotoscope Animation shots for Wolverine's and Lady Deathstrike's claws during the climactic fight scenes near the end of the movie and some other shots throughout. Basically, I put the blades in many of the scenes as most scenes were shot without prop blades.