

# **Austin A. Urlaub**

## **Animator**

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## Demo Reel Breakdown

“The Clockmaker”: (Summer 2008) Flashpoint Academy Film; I modeled the clock and cloth simulated the drapes in Maya. I modeled and animated the floating and rolling gears in Softimage XSI.

“The Peasant’s Dream”: (September 2008 to May 2009) Group Project; I modeled and textured the environment. I animated the character in Softimage XSI. I designed the story and storyboards for this short film.

“Facial Animation”: (January 2009) Personal Project; I animated the character in Softimage XSI.

“Gothic Mario”: (March 2009) Personal Project; I modified the Mario model in ZBrush, adding more features to him, as well as texturing and posing him with ZBrush.

“The Heart of the Gorgon”: (February 2009) Team Project; I animated the snakes in Softimage XSI.