

Brooke Dahmen's REEL BREAKDOWN

-Animated Logo

* Flash Animation

-Cliff Jumper

* XSI Model and Rig provided, Character Animation by Brooke

-Spinning Bottle/Silhouettes ='Never Have I Ever' Credits

* Photoshop Designed and After Effects Animated by Brooke

-Malibu Bottle Shot/Spilt Wine Glass Shot ='Never Have I Ever' Credits

* Photoshop Designed and SoftImage XSI Animated by Brooke

* Environment Modeled in XSI by Brooke

-Bird Games

* Flash Animation

-Bird Turnaround

* Modeled and Toon Shaded in SoftImage XSI by Brooke

-Duck Dumping Grill

* Animation in 3Dstudio Max by Brooke

* House Modeled 3dsMax by Jeff Bell

* Duck Modeled and Rigged by Ryan Drag

-Bowling At Tagel Lanes

* Simulation for a game shot in the movie 'Never Have I Ever'

* Modeled in XSI by Brooke

* Simulated in XSI by Brooke

* Ending Motion Graphics in After Effects by Brooke

-Bird Short

* Animation, Rigging, Shading in XSI by Brooke

-Surfing Bear

* Modeling, Texturing, Animation in 3D Studio Max, by Brooke

-Bathroom

* Modeled, Textured in 3D Studio Max, by Brooke

-Kids

* Pen and Pencil Sketches

-Berg Concepts

* Pencil Concepts for Berg the Polar Bear

-Butterfly

* Pencil Drawing

-Head Study

* Life Drawing Pencil Study

-Ariel Mimic

* Pen sketch of Ariel ('The Little Mermaid')

-'Look! A Bear!'

* XSI Model and Rig provided, Character Animation by Brooke

-Take a Bow

* Bird Test Animation, XSI, by Brooke