













Brian Brotherston	Shot List (Animation Demo)
	Hip Hop animation: Used free rig and character. Staged, animated, lit and rendered in Maya. Exercise done while guest instructing at Emily Carr College.
	GIJoe: Valor vs Venom - The Movie - (Direct to DVD) - Client: ReelFX Creative Studios - Publisher Hasbro. I was contracted to work on layout and character animation.05/2004. I animated the Storm Shadow (White/Red Ninja), KamaKura (Green/Yellow Ninja). <i>Copyright of Hasbro Entertainment.</i>
	GIJoe: Valor vs Venom - The Movie - (Direct to DVD) - I animated cameras and character in this shot.
	GIJoe: Valor vs Venom - The Movie - (Direct to DVD) - I animated cameras and characters in this shot.
	GIJoe: Valor vs Venom - The Movie - (Direct to DVD) - I animated the cameras and all elements in the scene except for the FX.
	GIJoe: Valor vs Venom - The Movie - (Direct to DVD) - I animated cameras and characters in this shot
	GIJoe: Valor vs Venom - The Movie - (Direct to DVD) - I animated the camera and plane.
	GIJoe: Valor vs Venom - The Movie - (Direct to DVD) - I animated cameras and characters in this shot
	Halo 2 - "XBOX Console Game Cinematics" - Client: ReelFX Creative Studios - (Publisher Bungie Studios) I was contracted to work on character animation. I animated 90% of the character work in this sequence. 05/2004. <i>Title and Images copyright of Bungie Studios.</i>

	<p>"Buzz Lightyear Space Ranger - 2nd/ 3rd Grade" (Publisher Disney Interactive/ Client: Disney Interactive) Intro FMV: Layout, environment modeling, animation, lighting, and rendering plates. <i>Copyright of Disney Interactive.</i></p>
	<p>"Buzz Lightyear Space Ranger - 2nd/ 3rd Grade" (Publisher Disney Interactive/ Client: Disney Interactive) Prop rigging, animation and Lighting. <i>Copyright of Disney Interactive.</i></p>
	<p>"Buzz Lightyear Space Ranger - 2nd/ 3rd Grade" (Publisher Disney Interactive/ Client: Disney Interactive) Modeling, Prop rigging, animation, FX, and Lighting. <i>Copyright of Disney Interactive.</i></p>