

James C. Dittmer Demo

Reel Shot Breakdown

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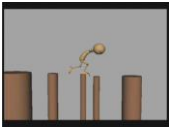
Real Job (Shot 1):

James created the animation, texture, and set for this dialogue piece. The audio is from the movie, "Knocked Up."



Dog Clip from Unexpected Friend (Shot 2):

Everything was animated by James. Set was also built by James.



Pedestal Jump (Shot 3):

James created the animation for this shot.



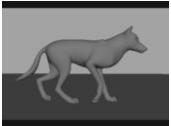
Ballie's Skills (Shot 4):

James created the animation.



Mechanical Walker Walk (Shot 5):

Mechanical walking test animated by James for Dream Machine Studios.



Dog Walk Test (Shot 6):

Dog was animated by James.



Soldier Walking Aimed (Shot 7):

Everything animated by James for Dream Machine Studios.



Mechanical Walker Jump (Shot 8):

Walker jump animated by James for Dream Machine Studios.



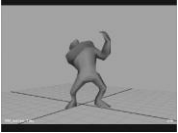
Soldier Walking Rifle Up (Shot 9):

Test animated by James for Dream Machine Studios.



Soldier Walking with Rifle held at side (Shot 10):

James animated walking soldier for Dream Machine Studios.



Heavy Metal Air Guitar Jam (Shot 11):

Heavy Metal character for IPod game animated by James for Dream Machine Studios.



Cashier Clip from Unexpected Friend (Shot 12):

James created the animation, texture, and set for this shot.