

# Stephen EuseBio

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## Character Animation - Demo Reel Breakdown

Sequence	Title	Technique/Tool	Artistic Responsibilities
Shot 01	“Transformers War for Cybertron” Advertisement	Maya 2009	I was responsible for all of the character animation, including concept and additional rigging for the transformation of the gun.
Shot 02	“Ghostbusters The Video Game” Advertisement	Maya 2009	I was responsible for the character animation of Slimer.
Shot 03	“RIFT: Planes of Telara” Advertisement	Maya 2009	I was responsible for the character animation of Regulos.
Shot 04	“RIFT: Planes of Telara” Advertisement	Maya 2009	I was responsible for the character animation of the Angel.
Shot 05	Dance Walk Animation Cycle	Maya 2009	I was responsible for all rigging and animation.
Shot 06	“Monster Tale” TV Spot	Maya 2009	I was responsible for all of the character animation and character rigging.
Shot 07	“Wolfenstein” Digital Graphic Novels	Maya 2009	I was responsible for all the character and object animation as well as the rigging for the Heinrich character and Angel of Death character.