

niall farrell

REEL BREAKDOWN

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- Shot 1:** **Moontower VFX – Client: Scopely Games**
- Responsible for all character, props and camera animation
- Shots 2 thru 10:** **Moontower VFX – Client: Scopely Games**
- Responsible for all sequence character, props and camera animation
- Shot 11:** **Lupin House Animation School – Mentor: Joe Manriquez**
- Responsible for all character, props and camera animation
- Shot 12:** **Moontower VFX – Client: Scopely Games**
- Responsible for all character and props animation
- Shot 13:** **Moontower VFX – Client: Scopely Games**
- Responsible for all character and camera animation
- Shot 14:** **Moontower VFX – Client: Scopely Games**
- Responsible for all character, props and camera animation
- Shot 15:** **Moontower VFX – Client: Scopely Games**
- Responsible for all character, props and camera animation
- Shot 16:** **Moontower VFX – Client: Scopely Games**
- Responsible for all character animation
- Shot 17:** **Moontower VFX – Client: Spacetime Studios**
- Responsible for all character, props and camera animation

All animation is hand-keyed

Not responsible for character models, rigging, lighting or rendering