
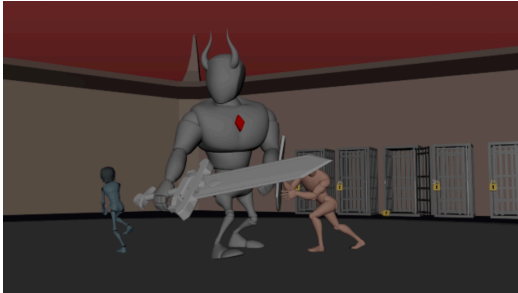










Johannes Odom 3D Generalist Breakdown

	<p>Action Shot Gnomon Workshop Tutorial</p> <p>Responsibility: Animation</p> <p>Software: Maya</p>
	<p>Music Video Animatec Never Say Die</p> <p>Responsibility: Animation</p> <p>Software: Maya</p>
	<p>Walk Cycle</p> <p>Responsibility: Animation</p> <p>Software: Maya</p>
	<p>Title Sequence</p> <p>Responsibility: Compositing/ Editing</p> <p>Software: After Effects</p>

Johannes Odom 3D Generalist Breakdown

	<p>Dumpster Fire Point Tracking</p> <p>Responsibility: All Aspects</p> <p>Software: After Effects</p>
	<p>Light Saber Fight</p> <p>Responsibility: Compositing</p> <p>Software: After Effects</p>
	<p>Fantastic Creature</p> <p>Responsibility: Creature Design/Model, Lighting, HDRI, Compositing, Texturing</p> <p>Software: Maya, ZBrush, Substance Painter, After Effects, Photoshop</p>
	<p>Younger Character</p> <p>Responsibility: Character Design/Model</p> <p>Software: Maya</p>

Johannes Odom 3D Generalist Breakdown

	<p>Unreal Shor Story</p> <p>Responsibility: Animation</p> <p>Software: Maya, Substance Painter, Unreal 5</p>
	<p>Lip Sync</p> <p>Responsibility: Animation, Character Design/ Model, Texturing, Rigging</p> <p>Software: Maya</p>