**JOSH LANGE: 2010 Animation Demo Reel Shot Breakdown**

Midnight Club: Los Angeles (LA street crew): Worked at mocap shoot, helped with scene blocking, processed/cleaned up body mocap, polished facial mocap and implemented it in pipeline (mocap supplied by Image Metrics), camerawork/layout (with direction), assembled scene

Office: Keyframed all animation and built scene. (“Norman” models and rigs obtained online)

Speaker: Keyframed all animation and built scene. (“Norman” models and rigs obtained online)

Red Dead Redemption (Woman fainting in desert a/b): Made first-final cleanup passes on rough facial mocap (mocap supplied in house)

Red Dead Redemption (Battered women in storm): Final cleanup pass on facial mocap (supplied by Image Metrics)

Red Dead Redemption (gunfire): cleaned up body mocap, keyframed facial and prop animation (for shooting character only)

Red Dead Redemption (dismount): performed & cleaned up body mocap

Red Dead Redemption (Wanted poster): cleaned up body mocap, keyframed prop animation

Red Dead Redemption (gunfire montage): cleaned up body mocap, keyframed facial and prop animation (for shooting characters only)

Table Tennis montage: Keyframed serve motions, cleaned/polished body mocap for the swings and judge animations

Chihuahua: Keyframed all animation, & storyboarded scene.

Robot & Pit Droid: Keyframed all animation, & rigged both characters.

Red Dead Redemption (binoculars): cleaned up body mocap, keyframed facial and prop animation

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