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Demo Reel Shot Breakdown

All work by Sean Coleman unless otherwise noted

Shot 1	Animated shot for the September 11 Second Club Competition. Rigs by Miguel G. Viñe and Peter Starostin with modifications by me.
Shot 2	Introduction for the Art Center Design College 2008 SIGGRAPH Student Demo Reel. Created entirely in 1 month. Character Design/Animation by Sean Coleman. Modeling by Brad Wright. Modeling and Rigging by Mike Munoz.
Shot 3	3RD place entry into the 11 Second Club Monthly Online Competition (February 2008). Moom Rig created by Ramtin Ahmadi.
Shot 4	Shot from my short film, "Scratch". All elements created by me.
Shot 5	Shot from my short film, "Scratch". All elements created by me.
Shot 6	Shot from my short film, "Scratch". All elements created by me.
Shot 7	Walk Cycle with some attitude. My character, Marf Mifflehopper created for the Character Rigging class at The Art Center Design College.
Shot 8	Excercise in showing weight. Rig by Miguel G. Viñe.
Shot 9	Chess Animation - An excercise to study change/subtlety of emotion and focus. Character Rig by Paul J. Leffelman. Table model by Mathias Aubry.

Note: The short film, "Scratch" included on the DVD was my senior project at The Art Center Design College. All elements of the film were created by me.