

Huy Mai - Demo Reel Shot Breakdown

Time	Project	Responsibilities
00:06 – 00:24	“Church Flythrough”	Created complete 3D animation flythrough of church exterior and interior. Edited in Premiere.
00:25 – 0:42	“Dyson” 3D product animation	Created complete 3D product animation of Dyson vacuum cleaner using 3D Studio Max. Edited in After Effects.
0:43 – 0:53	“Ninja vs. Peddler” 3D character animation	Created complete 3D character animation in Maya. Edited with Premier and After Effects.
0:54 – 1:04	“No Pain No Game” 3D character animation	Created complete 3D character animation in 3D Studio Max. Edited with Premier and After Effects.
1:05 – 1:10	“No Pain No Game” 2D character animation	Drew 2D characters in Illustrator and animated it in Flash.
1:11 – 1:18	“Univera Commercial” 2D character animation	Animated the 2D characters in After Effects; Drew characters in Illustrator
1:18 – 1:25	“Adcetera Halloween” 2D character animation*	Team Project. I animated the 2D characters and effects in After Effects. I also setup a simple rig for the witch character
1:25 – 01:34	“HP 39GS Calculator” 2D motion graphics	Created motion graphics ad using 2D images and text in After Effects; Created final render output with Premiere.
01:35 – 01:42	“Exotic Grasshoper” 3D render	Modeled and textured the 3D grasshopper in 3D Studio Max.
01:43 – 01:46	“Turtle Soldier Walk Cycle”	Modeled, textured, rigged, and animate in 3D Studio Max.
01:47 – 01:52	“ATM robot” 3D animation*	Team project. Animated and rigged in 3D Studio Max. Composited in After Effects.
01:53 – 2:00	“GI Joe Toy” 3D model	Modeled in 3D Studio Max
02:00 – 02:03	“Devil Student” 3D model	Modeled in 3D Studio Max
02:04 – 02:07	Various 3D modeling	3D Modeling using 3D Studio Max and Maya
02:08 – 02:10	Various life drawings	Drawn traditionally
02:11 – 02:14	Various illustrations	Drawn traditionally or digitally with Illustrator, and Photoshop

***Projects marked with an asterisk means that it was team project where I had specific role. Projects not marked with it were created entirely by me.**