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**Demo Reel Breakdown**

Sequence	Title and date	Technique/Tool	Artistic Responsibilities
Shot 1	Good Day, 2011	Maya	Animating characters. Modeling and texturing environment, costume and props. Lighting and rendering the scene. Using "Bishop 2.0" provided by AnimationMentor.
Shot 2	Prison, 2007	Maya	Animating characters. Modeling and texturing environment, costume and props. Lighting and rendering the scene. Using "Norman" provided by AAU. Dialogue from radiostarnetwork.com
Shot 3,4,5	Wrench, 2010	Maya	Animating characters. Modeling and texturing environment, costume and props. Lighting and rendering the scene. Using "Stewie" provided by AnimationMentor.
Shot 6,7,8	Ratchet and Clank, Heroes On the Move. 2011	Maya	Animating Heroes (not include whibles on the background in shot8). Modeling, texturing, lighting and rendering provided by Brain Zoo Studios.
Shot 9	Monkey, 2007	Maya	Animating characters. Modeling and texturing environment, costume and props. Lighting and rendering the scene. Using "Norman" provided by AAU.
Shot 10	Parking Ticket, 2008	Maya	Animating characters. Modeling and texturing environment, costume and props. Lighting and rendering the scene. Using "Norman" provided by AAU. Dialogue from radiostarnetwork.com

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**Short Film Breakdown**

Short Film	Fat-tastico, 2008	Maya, Photoshop, After Effect, Premiere.	Directing, Storyboarding, Modeling (Help by Edward Lu), Texturing (help by Jorge Ruiz), Rigging (Help by Sean Seo), Animating, Lighing, Rendering and Compositing. Direct study with Tom Bertino and Charles Alleneck.
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