



DEMO REEL ON YOUTUBE

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# DEMO REEL SHOT BREAKDOWN

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*Production:* Banana's Intro Cutscene

*Character:* Banana's Monkey

*Studio:* kevinIN3D

*What I did:* Everything in the scene with the exception of Banana's Monkey/Rig. All textures including Banana's, animation, lighting and world layout were done by me.

*Software:* Maya 2011 x64, Adobe Photoshop CS

*Production:* Sleepy-Turtle Walkcycle

*Character:* Herbert the Overtired Turtle

*Studio:* kevinIN3D

*What I did:* Everything in the scene.

*Software:* Maya 2011 x64, Adobe Photoshop CS, Mental Ray

*Production:* Master of Disguise "Turtle Club" Lipsync

*Character:* Herbert

*Studio:* kevinIN3D

*What I did:* Everything in the scene with the exception of the sound. The sound clip is from "Master of Disguise (2002)" distributed and owned by Columbia Pictures. Herbert is fully rigged with all facial and IK handles.

*Software:* Maya 2011 x64, Audacity, Adobe Photoshop CS, Mental Ray

*Production:* Curious Turtle

*Character:* Herbert the Overtired Turtle

*Studio:* kevinIN3D

*What I did:* Everything in the scene; models, lighting, texturing, layout.

*Software:* Maya 2011 x64, Adobe Photoshop CS, Mental Ray

*Production:* Junkkart Turntable

*Character:* Herbert the Overtired Turtle

*Studio:* kevinIN3D

*What I did:* Constructed the models, inspiration was a Go-Kart and Helmet built by Frankensteining common household garbage. Everything else in the scene.

*Software:* Maya 2011 x64, Adobe Photoshop CS, Mental Ray

*Production:* Durham Abilities Center – Gym Security Camera Style Render

*Character:* n/a

*Studio:* kevIN3D

*What I did:* Everything in the scene. The scene is composed of 400k+ polygons. Just a small render of a much larger building created as part of a Virtual Tour using the Unity WebPlugin. All textures in this scene have been specular and/or normal mapped to give a much more realistic appearance.

*Software:* Maya 2011 x64, Adobe Photoshop CS, Mental Ray, CrazyBUMP

*Production:* kevIN3D Animated Logo

*Character:* n/a

*Studio:* kevIN3D

*What I did:* Everything in the scene. Originally it is just “kevin”, but IN3D comes bursting in, nudging the “in” so it begins wobbling. The “IN3D” then nudges the “in” a little bit more to cause it to fall down completely, pushing past the fallen “in” it becomes kevIN3D.

*Software:* Maya 2011 x64, Mental Ray