

STEVE B. GARRETT

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Desired Position: Animator

MOST RECENT WORK BREAKDOWN LIST

1. "My Pet Zombie" (July 2009 - Present)

<http://www.panda-cake.com/>

I drew, rigged, and animated all of the characters in Anime Studio Pro, Illustrator, Photoshop, and Flash. Trailer: <http://www.youtube.com/watch?v=6AEKirs2DQQ>

2. "Kung Fu Monkey" (May 2009)

<http://www.stevebgarrett.com/monkeysleeptest.mov>

I animated this sequence using Flash.

3. "Dramatic Pip" (January 2009)

<http://www.stevebgarrett.com/dramaticpip.mov>

I animated this short featuring the character Boogie, utilizing the software Anime Studio Pro and Flash. I did all of the rigging, animation, direction and rendering.

4. "Valentine's Pip" (January 2008)

<http://www.stevebgarrett.com/valentine.mov>

I animated this short featuring the character YaYa, utilizing the software Anime Studio Pro. I did all of the rigging, animation, direction and rendering.

5. "Merry Late Squakzmas" (2008)

<http://www.stevebgarrett.com/merrylatesquakzmas.mov>

I animated this short featuring the characters YaYa, Boogie, and Fizzy utilizing the software Anime Studio Pro. I did all of the rigging, animation, direction and rendering.

6. "Hiccups" (December 2007)

<http://www.stevebgarrett.com/hiccups.mov>

I animated this short featuring the characters YaYa and Sydney, utilizing the Anime Studio Pro. I did all of the rigging, animation, direction and rendering. Com

7. "Pipsquakz Island" (2008-2009)

<http://www.pipsquakz.com/>

I produced, developed, directed and did the majority of the animation for this virtual world and game using Blender, Maya and Unity 3D.

DEMO REEL BREAKDOWN LIST

1. “Lindy Hop” (July, 2006)**

I animated this dance piece set to swing music, which is of an older man swing dancing with a younger woman, using variations of the character “Norman” by Morgan Loomis and utilizing the software AutoDesk Maya. I did all of the animation, lighting and rendering. No motion capture data was used. This is a work in process, still to be done is to fine tune the animation and add facial expressions.

2. “Michael Bolton” (December, 2006)**

I animated this dialogue piece set to a scene from the movie “Office Space” wherein two auditors are interviewing an office worker, using three variations of the character “Norman” by Morgan Loomis and utilizing the software AutoDesk Maya. I did all of the animation, lighting and rendering.

3. “Dave’s Not Here” (March, 2006)**

I animated this dialogue piece set to a Cheech and Chong routine, which is of a man knocking on Dave’s door, using variations of the character “Norman” by Morgan Loomis and utilizing the software AutoDesk Maya. I did all of the animation, lighting and rendering.

*Reel can be viewed at www.stevebgarrett.com/demoreel.mov