Lukas Baker

3D Character Animator

Shot List – Demo Reel

Dialogue 01 – 00:00

Software Used: Autodesk Maya, Substance Painter, NukeX
Assets Used: Environment models from CG Trader.com, Robogirl by Colossus, dialogue audio from Baldur's Gate 3, sound effects from Pixabay.com
Responsible For: Animation, retexturing of all background elements, lighting, rendering, audio mix

Dialogue 02 – 00:05

Software Used: Autodesk Maya, Substance Painter, Unreal Engine
Assets Used: Environment from Epic Asset Store, Jake and Chester from Ianimate.com, dialogue audio from Young Frankenstein, sound effects from Pixabay.com
Responsible For: Animation, keep out sign, lighting, rendering, audio mix

"The Dead Sea" – 00:13

Software Used: Autodesk Maya, Substance Painter, Unreal Engine, NukeX, Davinci Resolve
Assets Used: Metahuman (modified)
Responsible For: Animation, prop models, lighting, texturing, rendering, color correction

Dialogue 03 – 00:22

Software Used: Autodesk Maya, NukeX
Assets Used: Environment models from CG Trader.com, David and Sam by Gabriel Salas, sound effects from Pixabay.com
Responsible For: Animation, retexturing of all background elements, lighting, rendering, audio mix

3 Hit-combo 01 – 00:30

Software Used: Autodesk Maya, Unreal Engine
Assets Used: Unreal engine base environment, Delta from Agora.community, sound effects from Pixabay.com
Responsible For: Animation, retexturing of all background elements, lighting, rendering, audio mix

Horse Walk/Gallop – 00:33
Software Used: Autodesk Maya
Assets Used: HDRI from Polyhaven, Gorgeous George by Dmitrii Kolpakov, sound effects from Pixabay.com
Responsible For: Animation, audio mix

(Mocap) Looped Animation – 00:41
Software Used: Autodesk Maya
Assets Used: Squirtle by Agora.community, sound effects from Pixabay.com, foliage from CG Trader.com
Responsible For: Animation, Motion Capture, modeling, lighting, audio mix

(Mocap) 3 Hit-Combo 02 – 00:46
Software Used: Autodesk Maya
Assets Used: Conejo by Kiel Figgins, sound effects from Pixabay.com, props from CG Trader.com
Responsible For: Animation, Motion Capture, texturing, lighting, audio mix

(Mocap) Dance – 00:49
Software Used: Autodesk Maya
Assets Used: Conejo by Kiel Figgins, sound effects from Pixabay.com, props from CG Trader.com
Responsible For: Animation, Motion Capture, lighting, audio mix