Lukas Baker
3D Character Animator

Reel Breakdown

1

FPS Shoot and Reload - 00:02
Software Used: Autodesk Maya, Premiere Pro
Assets Used: Future tech weapon rig by Matheus Lima,FPS rig by Haydn Cooper, VFX pack by Shadrak Guichard-Foster
Responsible For: Animation **Sound Fx Sourced From:** Pixabay.com
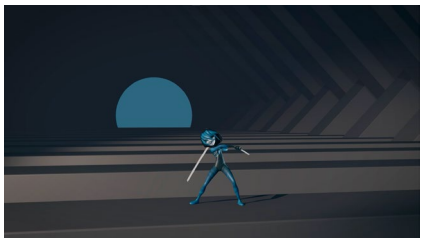
2

The Dead Sea - 00:13
Software Used: Autodesk Maya, Unreal Engine 5, Substance Painter, Davinci Resolve
Assets Used: Models by Katie Richard & Samantha Ames, rigs by Rebecca Lau
Responsible For: Animation, Cloth textures, Color Correction

3

3-Hit Combo - 00:22
Software Used: Autodesk Maya
Assets Used: Delta rig by Agora.community
Responsible For: Animation

4

"The Expanse" Dialogue - 00:27
Software Used: Autodesk Maya, NukeX
Assets Used: David & Sam rigs by Gabriel Salas, Scifi Corridor by AzkA3D
Responsible For: Animation, Lighting, Rendering, Post

5

Headspring Jump - 00:38
Software Used: Autodesk Maya
Assets Used: Deadpool rig by Kiel Figgins
Responsible For: Animation

6

Squirtle Loop - **00:40**
Software Used: Autodesk Maya
Assets Used: Squirtle rig by Agora.community, Pokeball rig by Perry Leijten
Responsible For: Animation

7

Horse Gallop - **00:46**
Software Used: Autodesk Maya
Assets Used: Gorgeous George by Dmitrii Kolpakov
Responsible For: Animation

8

Rush Attack - **00:50**
Software Used: Autodesk Maya
Assets Used: Conejo rig by Kiel Figgins
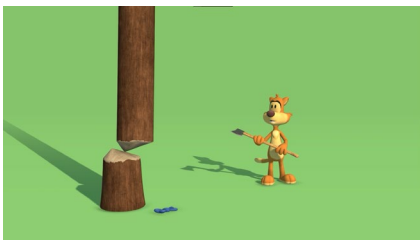**Responsible For:** Animation

9

"Disenchantment" Dialogue - **00:53**
Software Used: Autodesk Maya
Assets Used: David rig by Gabriel Salas
Responsible For: Animation

10

Tree Chop Stop - **00:57**
Software Used: Autodesk Maya, Substance Painter
Assets Used: Mr. Buttons rig by Keith Osborn
Responsible For: Animation, Modeling and Texturing of axe