

MITCH GONZALEZ

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Supervising Breakdown

01 Shots from *Destiny*

Prologue Films (2013)

- > Supervised previs, layout, rigging, motion capture, and final animation
- > Performed as an actor in performance capture session
- > All work was done using Autodesk Maya

02 Shots from *Noah*

Prologue Films (2012-2013)

- > Supervised previs animation on creation sequence
- > Helped develop and test look of final animation for space, land, and creatures
- > All work was done using Autodesk Maya

03 Shots from *Jack the Giant Slayer*

Prologue Films (2012-2013)

- > Supervised all previs for opening title sequence of the film
- > Headed up Animation Department including layout, rigging, final animation, and cloth fx.
- > All work was done using Autodesk Maya

04 Shots from *DC Logo*

Prologue Films (2012-2013)

- > Supervised all previs and final animation for logo spot
- > All work was done using Autodesk Maya