

# MITCH GONZALEZ

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## A n i m a t o r B r e a k d o w n

### **01 Shots from *Destiny***

*Prologue Films (2013)*

- > Responsible for all final animation using a combination of motion capture performance and hand keyed animation
- > All work was done using Autodesk Maya

### **02 Shots from *Jack the Giant Slayer***

*Prologue Films (2012-2013)*

- > Responsible for final hand keyed animation
- > All work was done using Autodesk Maya

### **03 Shots from *DC Logo***

*Prologue Films (2012-2013)*

- > Responsible for final hand keyed animation
- > All work was done using Autodesk Maya

### **04 Shots from *Red Tails***

*Pixomondo (July 2011)*

- > Responsible for all hand keyed animation on airplanes
- > Hand keyed final animation on digital double parachuting, and digital double pilots in cockpits
- > Responsible for 3d camera layout
- > All work was done using Autodesk 3ds Max

### **05 Shots from *Looney Tunes Shorts***

*Reel FX (May 2010)*

- > Responsible for all animation including Wile E. Coyote, Roadrunner, and environment.
- > All work was done using Autodesk Maya

### **06 Shots from *Kit Kat Commercial***

*Reel FX (July 2010)*

- > Responsible for primary character animation on squirrels
- > All work was done using Autodesk Maya

### **07 Shots from *Disney Junior Promotions***

*Charlie Co. (December 2010)*

- > Responsible for all animation including characters and environment
- > All work was done using Autodesk Maya