

CHRISTOPHER SILVA

6125 Canterbury Dr, Culver City, CA 90230 • (949) 525-2428 • chrissilva83@gmail.com

Technical Animation Reel BreakDown

1. Land Of the Lost	<ul style="list-style-type: none">• Responsible for animating the muscle firing on Grumpy. Simulated the skin sliding, the muscle jiggle and the neck waddle on both the dienonychus and Grumpy. Cleaned up all skin penetration.
2. Night at the Museum 2	<ul style="list-style-type: none">• Responsible for research and developement of Antelope's muscle jiggle and fur simulation. Simulated fur/feathers and muscles of antelope, zebra, mammoth, moose and ostrich.
3. Land Of the Lost	<ul style="list-style-type: none">• Responsible for wing skin simulation, neck waddle and cleaned any skin to shell penetration.
4. Night at the Museum 2	<ul style="list-style-type: none">• Responsible for cloth/hair simulation of the dancer. Cleaned up all skin penetration on both the dancer and the Thinker.
5. Aliens in the Attic	<ul style="list-style-type: none">• Responsible for simulation of belly jiggle. Simulation of vest. Hand animation of small tools and guns. Clean up animation of shoulder padds and any penetrations.
6. Night at the Museum 2	<ul style="list-style-type: none">• Responsible for cloth simulation, animtaion and sculpting of Lincolns Jacket. Cleaned up all penetrations.
7. Aliens in the Attic	<ul style="list-style-type: none">• Responsible for hand animating and simulation of the collars. Secondary animation for the tools in the scene. Added indents when Razor grabs Tazors arm. Cleaned up any cloth penetration.
8. Land Of the Lost	<ul style="list-style-type: none">• Responsible for wing skin simulation, neck waddle and cleaned any skin to shell penetration.

9. <i>Night of the Museum 2</i>	<ul style="list-style-type: none">• Responsible for animation and simulation of ponytails and feathers. Cleaned up all feather to feather penetration and any penetration with the torso.
10. <i>Land Of the Lost</i>	<ul style="list-style-type: none">• Responsible for animating the muscle firing in Grumpy's legs. Hand animatied and simulated the neck waddle when he yells. Simulated the skin slide on Grumpy's ribs, legs and tail. Cleaned up any skin penetration.