

Patrick Jalbert

Animation Reel Breakdown:

0:00 – 0:17, “Action in Motion” Project:

At the Entertainment Technology, I am part of a student pitched team of four, working to develop a hack and slash game concept for the Microsoft Kinect. Over the past semester, we have been researching animation blending techniques to seamlessly work into and out of 1-to-1 avatar control on the Kinect. On the project, I acted as the animator, rigger, modeler, and technical artist. Textures and concept art was done by Peihong Tan.

0:18 – 0:47, Unannounced Action Title, Red Fly Studios:

Over the summer, I had the opportunity to act as an animation intern at Red Fly Studios in Austin, TX. At the end of the internship, I was allowed to take some of the highlights of my work with me to show in my demo reel. For all of these projects, I was responsible only for animation.

0:48 – 0:59: Dragon Modeling and Rigging Assignment:

Completed as part of the Entertainment Technology course at Carnegie Mellon University. The assignment was to create and animate a dragon with under 1,500 polygons. Texture work was provided by Peihong Tan.

1:00 – 1:05, 1:18-1:25 “Kodoku” Animation Final Project:

My final animation project for my undergraduate studies at Rensselaer Polytechnic Institute. This was a half semester long individual project.

1:06 – 1:18: “Damsel”, Building Virtual Worlds, Round 5:

The Damsel was part of a larger game project worked on in a team of 5 people. I was responsible for the character modeling, rigging, and animation. Textures and original concept art provided by Peihong Tan. She was designed to be seen from a static (front) perspective, without shading, and would act and re-act alongside a stage actor as part of an interactive performance.