

Christian Brierley Shot Breakdown

Animator

chris@cbrierley.com

- 1 – Personal Project
Software Used: Maya
Animated all characters in scene.
- 2 to 7 – Alvin and the Chipmunks 3: Chip-Wrecked (Animated Feature Film)
Software Used: Voodoo (R&H Proprietary Software)
Animated all characters.
- 8 – Hop (Animated Feature Film)
Software Used: Voodoo (R&H Proprietary Software)
Animated all characters and objects in scene.
- 9 – Personal Project
Software Used: Maya
Animated all characters in scene.
- 10 to 13 – Big Miracle (Feature Film)
Software Used: Voodoo (R&H Proprietary Software)
Animated all characters and camera in scene.