

Christian Brierley Shot Breakdown

Animator

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- 1 to 3 Yaiba Ninja Gaiden Z(Video Game)
Software Used: Maya and Unreal Engine
Animated quick time events and counter attacks. Key framed all characters and camera in scene.
- 4 to 14 Yaiba Ninja Gaiden Z(Video Game)
Software Used: Maya and Unreal Engine
Gameplay Animation including hit reacts, attacks and counter attacks. Key framed all characters and camera in scene.
- 15 to 23 – Yaiba Ninja Gaiden Z(Video Game)
Software Used: Maya and Unreal Engine
Animated Cinematic cut-scenes. Key framed all characters and camera in scene.
- 24 to 29 – Lost Planet 3 (Video Game)
Software Used: Maya and Unreal Engine
Gameplay Animation including hit reacts, attacks and cycles . Key framed all characters and camera in scene.
- 30 – Lost Planet 3 (Video Game)
Software Used: Maya, Unreal Engine and Motion Builder
This is a mixture of key frame animation and motion capture.
Acted as a performance capture actor for soilders in scene.