

Billy Harper 2009 Demo Reel Breakdown

1. This is me hamming it up in the Making Of video for EA Tiburon's NFL Street
2. Madden Next Gen, "Face Crunch": As one of two members of the Next Gen Madden R&D team I was given the task of putting together a "Visual Benchmark" for the look of the game. This is that visual benchmark. I did all the Modeling, Rigging, and Deformation Setup for Strahan and McNabb. I created a special joint/blend shape hybrid set up for the faces and muscles.
3. Madden Next Gen, McNabb Head model: This was our first test for getting the likeness nailed for McNabb. I modeled his head from scratch, only using the scan data as reference. This was before there was resurfacing technology that allowed us to quickly generate game ready meshes.
4. Splatterhouse, Student Zombie: I modeled, textured, skinned, and directed the animation for all Zombies in Namco's Splatterhouse.
- 5-10. Splatterhouse, Student Zombie High Res mesh: I modeled the high res zombies from scratch
11. Snood ReDood, 2D Cinematic animation: I would take Artwork created by Mathias Lorenz and use a proprietary animation tool in Maya to animate the expressions in a very "Flash" type of style
12. Jak and Daxter opening sequence: Model, Rig, Animation
13. Jak and Daxter, High Res Jak for Digital Domain commercials and SCEA E3 PR. Model and Deformation. I also did the posing for the 3 story X 3 story banner that was placed on the Staples Center.
14. Jak and Daxter, Daxter's celebration animation. John Kim did the Jak animation. I did the Daxter stuff.
15. Iron and the Maiden alternate comic book cover. I did the Posing, Composition, Character Models/Textures/Rigs.
16. Chase Massacre: Arm Blast. I "owned" this shot. I did everything in this shot: Camera, Staging, Animation, Cloth Deformation, Gore animation/deformation, and Effects.

17. Micheal Iron, Quick Draw: Model/Texture/Shaders/Rig/Animation
18. Micheal Iron Shaders: Model/Textures/Shaders
19. Iron's Mech Arm: Model/Rig
20. Superman PrePro: Flying through the city: Model/Textures/Shaders/Deformation/Body Rig(Not Cape Rig)/Animation
21. Superman Returns, Brandon Routh as Supes: Body and Cape Model/ Shaders/Posing/Deformation/Rig. Head Model by Jim Rice. Textures by Joe Vance.
22. Superman PrePro: Flying through the city: Model/Textures/Shaders/ Body Rig(Not Cape Rig)/Animation
23. Superman PrePro, Jim Lee's Superman: Model/Textures/Shaders
24. Superman Returns, Kevin Spacey Head/Facial Anim Test: Model and Facial Rig. This was a unique face rig I developed called "Tiki Rig". It used a combination of blend shapes and joints hooked up to a simple face rig. The blend shapes were based off of the behaviors of the major muscles of the face in such a way that the animator could physically create face poses and not be bound by pre determined face shapes. A library of poses could be stored and shared for stuff like "Happy" to quickly get to a pose, however, the every pose could be as unique as the animator wanted it to be. This same rig was used on our Iron and the Maiden project(The Chase Massacre).
25. Superman PrePro: Flying through the city: Model/Textures/Shaders/ Body Rig(Not Cape Rig)/Animation
26. Xiaolin Showdown, Chase animations: Rig and Animation
27. Jak 2, Precursor Robot: Model/Textures/Rig/Animation
28. Jak 2, CrocaDog: Model/Rig
29. Nerf N-Strike, Ending Cinematic: Direction/Animation/Rig
30. Nerf N-Strike, Sensei: Model. For most of the 2d work on the characters in our cinematics, I would do a 3d "puppet" that Mathias would pose, light in Maya, and draw over. This gave our 2d characters a great sense of depth.

31. Splatterhouse, Student Zombie: I modeled, textured, skinned, and directed the animation for all Zombies in Namco's Splatterhouse.
32. Splatterhouse, Machete SplatterKill: Model/Textures/Skinning/Animation
33. Splatterhouse, Horizontal Tear SplatterKill: Model/Textures/Skinning/Animation
34. Splatterhouse, Vader Choke SplatterKill: Model/Textures/Skinning/Animation
35. Xiaolin Showdown, Jack Spicer: Model/Textures/Skinning/Rig
36. Xiaolin Showdown, Jack Spicer's Jet Pack: Model/Textures/Skinning/Rig
37. Chase Massacre, Angel Chase: Model/Textures/Shaders/Deformation/Rig/Hair/Posing
38. Chase Massacre, Micheal Iron: Model/Textures/Shaders/Deformation/Rig/Hair/Posing. Gun Model by Tom Angus.
39. Hope: The Animated Series, The Catwalk Animation: Rig and Animation
40. Chase Massacre, Lester the Jester: Model/Textures/Shaders/Deformation/Rig/Hair
41. Hope: The Animated Series, The Catwalk Animation: Rig and Animation
42. Chase Massacre, Junior: Model/Textures/Shaders/Deformation/Rig/Hair
43. Hope: The Animated Series, The Catwalk Animation: Rig and Animation
44. Splatterhouse, Nazi Zombie: Model(including high res source mesh)/Textures/Deformation/Hair
45. Splatterhouse, Innocent Person: Model(including high res source mesh)/Textures/Deformation

45. Splatterhouse, Innocent Person Turned Zombie: Model(including high res source mesh)/Textures/Deformation
46. Iron and the Maiden, Alleyway Proof of Concept: Character Models/Textures/Deformation/Rig/Animation
47. Splatterhouse, Aggressor Boss: Animation
48. Snood ReDood, 2D Cinematic animation: I would take Artwork created by Mathias Lorenz and use a proprietary animation tool in Maya to animate the expressions in a very "Flash" type of style
49. Splatterhouse, Aggressor Boss: Animation
50. Nerf N-Strike, Komodo Dossier Cinematic: Direction/Animation/Rig
51. Splatterhouse, Morlock: Animation
52. Iron and the Maiden, Micheal Iron Turntable: Model/Textures/ Shaders/Deformation/Rig/Pose
53. Iron and the Maiden, Alleyway Proof of Concept: Character Models/Textures/Deformation/Rig/Animation
54. Splatterhouse, RoboApe Boss: Animation
55. Xiaolin Showdown, Samurai: Model/Textures/Skinning/Rig/Animation
56. Splatterhouse, Aggressor Boss: Animation