

Josh Sukov - Demo Reel Shot List

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General Information

For all of the shots in my reel I was the principal person responsible for direction, any storyboarding, layout, camera animation, vehicle rigging, vehicle animation, lighting, particle effects, compositing, editing, motion graphics elements and final color grading.

Vehicles were usually un-textured stock models to which I performed additional cosmetic modeling as well as texturing, rigging and animation. I created the base environments while other artists assisted me by providing characters (usually textured), character animation and various prop models such as buildings which I placed in my scenes.

All 3D shots were animated and rendered in Lightwave 3D. Any compositing and color grading was done in After Effects. Please see the below shot list for additional information.

Shot List



Shot 1 – Carrier approach

I created all of this shot except for the vehicle models, characters, and character animation (there is a character running on the carrier deck).



Shots 2 thru 11 – Dogfight sequence

I created all of this sequence except for the vehicle models and pilot (although I animated the pilot). I created the HUD overlay in After Effects.



Shot 12 – Transport trucks

I created all of this shot except for the background vehicle models, chain link fence, light post, guard tower to the left, characters and character animation. I created the truck models except for the wheels.



Shot 13 – Apache firing

I created all of this shot except for the vehicle models, characters, and character animation.



Shot 14 – Explosion

I created all of this shot except for modeling which was limited to the terrain, barrels, trees, sandbags, and trucks (except wheels). I also animated the character being blown into the air but I did not create the characters or the other character animation in this shot.



Shot 15 – Blackhawk

I created all of this shot except for the vehicle models, characters, and character animation.



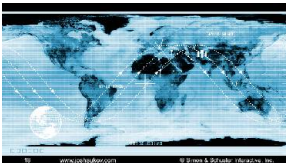
Shot 16 – Bridge

I created all of this shot except for the characters, the armored vehicle model, and the wheels on the transport truck.



Shot 17 – Satellite

I created all of this shot except for portions of the satellite model.



Shot 18 – Map

I created all of this shot except for the wireframe globe model. Motion graphics elements animated in After Effects.



Shots 19 and 20 – Satellite surveillance

I created all of these shots except for prop items which were limited to the terrain, sandbags and transport trucks except for wheels. I also did not create or animate the characters. Motion graphics elements and compositing were done in After Effects.



Shot 21 – Fighter takeoff

I created all of this shot except for the characters and vehicle models.



Shot 22 – Zip line

I created all of this shot except for the helicopter model and characters. I did animate the characters in this shot.



Shot 23 – Runners

I created all of this shot except for the vehicle model, the grass, the characters and character animation. I did create the boots for the characters.



Shot 24 – Bradley

I created all of this shot except for the vehicle models.



Shot 25 – Transport plane landing

I created all of this shot except for the man-made structure models and the vehicle models.



Shot 26 – Bomb drop

I created all of this shot except for the vehicle models and pilot models.



Shot 27 – Jungle explosion

I created all of this shot except for the vehicle models, characters, character animation, tents and other structures in the background.



Shots 28 and 29 – Stealth fighter

I created all of these shots except for the vehicle model and pilot model.



Shot 30 – Bomber rollout

I created all of this shot except for modeling which was limited to the tarmac, orange marker posts, and fair amount of cosmetic modeling on the bomber model. I did not animate the characters.



Shot 31 – Bomber takeoff

I created all of this shot except for the background buildings and bomber model. I did a fair amount of cosmetic modeling on the bomber model to improve accuracy of the stock model.