

Michael A. Mulock

VFX Breakdown

403 382 9427

mikey@michaelmulock.com

www.michaelmulock.com

1) Resident Evil: Extinction Mr.X Inc. (2007)

- Setup shot Layouts, tracked shot plates and created hold out geo.
- Setup the base flock rig and controls for crow particle emissions.
- Key framed all flying cycles and gliding cycles for particle crow simulations.
- Animated hero crows for close up shots and fly bys.

Software Used: Maya, boujou

2) Resident Evil: Extinction Mr.X Inc. (2007)

- Setup the Satellite rig and controls.
- Animated Satellite shots and camera move.

Software Used: Maya

3) Silent Hill Mr.X Inc. (2006)

- Tracked shot plates and created hold out geo.
- Key framed roach run and walking cycles for Massive simulations.
- Animated roach close up and dying shots.

Software Used: Maya, boujou

4) Skinwalkers Mr.X Inc. (2006)

- Tracked shot plates and animated the Hawk.

Software Used: Maya, boujou

5) Skinwalkers Mr.X Inc. (2006)

- Created shot Layout and shadow receiving Geo.
- Tracked shot plates.
- Rigged and animated the truck.

Software Used: Maya, boujou

6) Skinwalkers Mr.X Inc. (2006)

- Tracked shot plates and created shadow receiving Geo.
- Animated werewolf climbing beam.

Software Used: Maya, boujou

7) Shoot Em Up Mr.X Inc. (2007)

- Setup shot layout, tracked shot plates and created shadow receiving Geo.
- rigged and animated the car.

Software Used: Maya, boujou

8) Dead Silence Mr.X Inc. (2007)

- Tracked shot plates and created hold out Geo.
- Rigged and animated the demon tongue.

Software Used: Maya, boujou

9) Dead Silence Mr.X Inc. (2007)

- Tracked shot plates and created hold out Geo.
- Modeled the bridge walkway, supports ,railings and lights.

Software Used: Maya, boujou

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10) Dead Silence Mr.X Inc. (2007)

- Tracked shot plates and modeled the building Damage, Deco's and Vine coverage.

Software Used: Maya, boujou

11) Kool Aid Singles Freelance (2008)

- Setup Kool aid man's body and liquid rigs. Created corrective blend shapes for the arms and the liquid.
- Setup Kool aid man's 2d facial rig and controls.
- Animated Kool Aid man.

Software Used: Maya

12) Happily Never After Mr.X Inc. (2006)

- Modeled and rigged the Magic carpet.

Software Used: Maya

13) Happily Never After Mr.X Inc. (2006)

- Modeled and rigged the horse carriages.

Software Used: Maya

14) Happily Never After Mr.X Inc. (2006)

- Modeled sleeping Beauty's set and corrected sleeping beauty's poly flow eliminating all N sided polygons.
- Setup rig and controls for sleeping Beauty's upper body and hair.

Software Used: Maya

15) Happily Never After Mr.X Inc. (2006)

- Modeled and rigged the tree Set and props.

Software Used: Maya

16) Happily Never After Mr.X Inc. (2006)

- Modeled and rigged the scroll.

Software Used: Maya

17) Facial rig test Freelance (2007)

- Animated lip sync for a facial rig test.

Software Used: Maya, Mental Ray, Combustion and Premiere.

18) Rabbit Pull Personal Animation (2009)

- Responsible for work in its entirety.

Software Used: Maya, Mental Ray, Combustion, Photoshop and Premiere.

19) Cookie Culprit Freelance/Personal Animation (2009)

- Modeled and rigged boy. (was given permission, by the client, to animate the boy for my reel and post the animation on my website.)
- Responsible for, story, boy/props and set models, boy/prop rigs, lighting, background matte painting, rendering and compositing.

Software Used: Maya, Mental Ray, Combustion, Photoshop and Premiere.

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