

DEMO REEL BREAKDOWN 2024 - AMANDA BLETTNER

1. "WISH" FEATURE FILM | 0:02 - 0:53

Walt Disney Animation Studios' 62nd animated feature film.

- LOOK DEVELOPMENT (0:02 - 0:04) - cottage exterior (including groomed XGen splines for roof), ground plane, rocks, some vegetation, and XGen integration
- LOOK DEVELOPMENT (0:05 - 0:06) - ground plane, some rocks + vegetation, and XGen integration
- LOOK DEVELOPMENT (0:07 - 0:25) - bridge, some rocks + vegetation, and XGen integration
- LOOK DEVELOPMENT (0:26 - 0:32) - wishing well (including groomed XGen splines for roof) and vines
- LOOK DEVELOPMENT (0:33 - 0:36) - large cottage exterior (including groomed XGen splines for roof,) ground plane, rocks, some vegetation, and XGen integration
- LOOK DEVELOPMENT (0:37 - 0:43) - full environment (including groomed XGen splines for haybales and nests)
- LOOK DEVELOPMENT (0:44 - 0:47) - ground plane and XGen integration
- LOOK DEVELOPMENT (0:48 - 0:53) - ground plane, some rocks + vegetation, and XGen integration
- SOFTWARE - Maya, XGen, Substance Designer, Photoshop, and additional proprietary tools.

2. "JUNE BUG" SHORT FILM | 0:54 - 1:11

A collaborative intern short film created over twelve weeks for Walt Disney Animation Studios' Talent Development Program.

- LOOK DEVELOPMENT - bamboo desk (including papers, ladybug paper weight, and plastic cup), woven chest, bamboo bookshelf (including books, insect containers, lantern, and potted plant), bulletin board (including butterflies and posters), blue desk chair, green stool and glass jar, curtains, hanging dragonfly decor, hanging butterfly decor, floor, both hanging plants, snake plant, bumble bee plush toy, and all character costuming (hat, shirt, vest, pants, backpack)
- MODELING - bamboo desk (including papers and ladybug paper weight), woven chest, bamboo bookshelf (including books, insect containers, lantern, and potted plant), bulletin board (including butterflies and posters), blue desk chair, green stool and glass jar, curtains, hanging dragonfly decor, and one hanging potted plant.
- SOFTWARE - Maya, XGen, Substance Designer, Photoshop, and additional proprietary tools.
- TEAM - Lindsay Guinan (Production Management), Jesselin Elza (CG Environment), Kalen Stewart (Character Modeling, Character TD, and Groom), Ling Han and Arielle Steel (Animation), Gisele Zach and Erin Shin (Visual Development), Emily Xu and Kyky Yang (Story)

3. "FOREVER" SHORT FILM | 1:12 - 1:25

A collaborative short film created in ten weeks on a fully virtual/remote pipeline. Mentored by artists at BlueSky studios, DreamWorks Animation, ILM, MPC Films, Pixar Animation Studios, and Walt Disney Animation Studios.

- LOOK DEVELOPMENT - Record label, side table, dinner table, wine glasses, window, radiator, floor trim, and photographs (roughness maps only), curtain, lamp stand, wine glasses, napkin, candle wax, and silverware.
- MODELING (lead) - gramophone hero asset, picture frames, side table, window, lamp, photographs, candles, candle holders, floorboards, floor trim, and stationary dust particulates.
- SOFTWARE - Models and UVs done in Maya. Textured with Substance Painter and Photoshop. Shaded with Renderman.
- TEAM - Isabel Rollo (lighting lead), Connor Bugni (FX lead), Kelly Burroughs (project manager), and Drew Gillie (pipeline/rendering lead).

4. GRAMOPHONE ASSET | 1:26 - 1:45

A personal project created in approximately three weeks.

- LOOK DEVELOPMENT and MODELING - All aspects.
- SOFTWARE - Model and UVs done in Maya. Textured with Substance Painter and Photoshop. Shaded with Renderman.

5. "FROG SOUP" SHORT FILM | 1:46 - 2:09

A collaborative short film created in one semester.

- ENVIRONMENT LOOK DEVELOPMENT (lead) - boat (main structure, rope, bucket, scythe, vegetables, and sack), landscape (water, mud terrain, rocks, grass, and tree trunks), dock (wood, ropes, and nails), water wheel (wood, metal brackets), house (all aspects except lamp), and kitchen area (soup cauldron, kitchen shelves, ropes, ceramic pots, glass bottles, spices, and dishes).
- MODELING - boat (main structure, rope, seats, scythe, vegetables, vegetable sack) and environment terrain
- SOFTWARE - Models and UVs done in Maya. Sculpted with Zbrush. Textured with Substance Painter, Substance Designer and Photoshop. Shaded with Renderman.
- TEAM - Luke Bailey (lighting lead), Isabella Bradberry (rigging lead/project manager), Julia Donaldson (layout/FX lead), Anna Keniston (character modeling/surfacing), Caleb Meine (modeling/set dressing lead), and Joshua Nuckolls (prop modeling/surfacing).