

# Chris Myers

Character Animator

[chris@chrismyers3d.com](mailto:chris@chrismyers3d.com)

[www.chrismyers3d.com](http://www.chrismyers3d.com)

818.257.2956

## Demo Reel Breakdown

00:00:07 - **Call of Duty: Ghosts, Loki Level Intro**, Key Frame Animation, 3ds Max

Animated the entire level intro consisting of a first person rig, six third person rigs, and the space shuttle. As the player regains full control he is surrounded by cinematic fire fight as allies emerge from the station.

00:00:13 - **Call of Duty: Ghosts, Explosion Event**, Key Frame Animation, 3ds Max

Animated the first person and third person characters. I rigged and animated the 30 plus props you see in this shot. The small particles (anything smaller than a toaster) was added later by FX.

00:00:23 - **Call of Duty: Ghosts, Extinction Rhino**, Key Frame Animation, 3ds Max, Rayfire

Animated the Rhino and rigged and animated with wall.

00:00:25 - **Call of Duty: Ghosts, Extinction Drones**, Key Frame Animation, 3ds Max

Animated everything in the shot.

00:00:28 - **Guitar Hero: Warriors of Rock, Ampzilla Battle**, Motion Capture / Key Frame Animation, 3ds Max

00:00:36 - **Call of Duty: Advanced Warfare, Prisoners**, Performance Capture / Key Frame Animation, Motion Builder

00:00:47 - **Call of Duty: Ghosts, Stealth Kill**, Motion Capture / Key Frame Animation, 3ds Max

00:00:49 - **Call of Duty: Infinite Warfare, Wraith**, Motion Capture / Key Frame Animation, Maya

00:01:05 - **Call of Duty: Ghosts, Extinction Kraken**, Key Frame Animation, 3ds Max

00:01:08 - **Call of Duty: Ghosts, Extinction Kraken E.M.P.**, Key Frame Animation, 3ds Max

00:01:19 - **Call of Duty: Ghosts, Extinction Kraken Posture 1**, Key Frame Animation, 3ds Max

00:01:26 - **Call of Duty: Ghosts, Extinction Kraken Crates**, Key Frame Animation, 3ds Max