

Jarrold Showers

character animator

608-770-2862

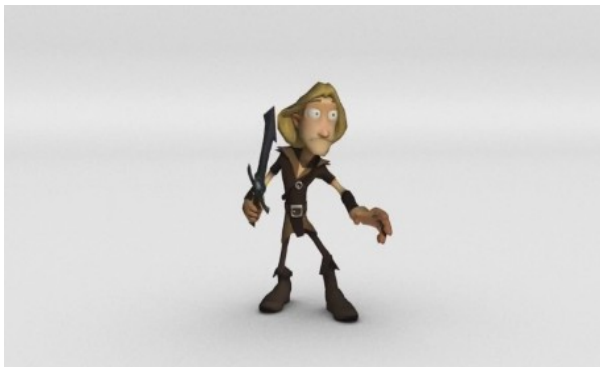
responsible for all animation

Shot Breakdown



WildStar – marketing flicks

- Responsible for all animation



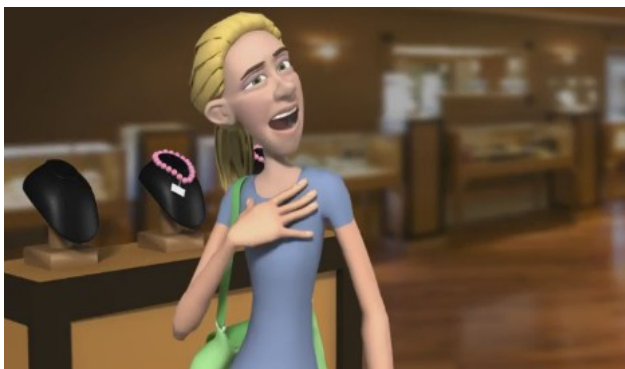
AnimSchool (personal)

- Responsible for all animation
- “Elwood” character courtesy of AnimSchool.com



Vault (personal)

- Responsible for all animation
- “Morpheus” rig by Josh Burton



Sue Someone (personal)

- Responsible for all animation
- “Malcolm” character courtesy of AnimSchool.com
Mod by Josh Sobel
- Modeled and rigged props



Dog Walk Cycle (personal)

- Responsible for all animation
- “Scout” character courtesy of AnimSchool.com



AnimSchool (personal)

- Responsible for all animation
- “Rock” character courtesy of AnimSchool.com



AnimSchool (personal)

- Responsible for all animation
- “Hellhound” and “Griffon” characters courtesy of AnimSchool.com



Singularity – pre-rendered cinematic

- Mocap cleanup in Motion Builder
- Hand-key facial animation in Maya
- Hand-key creature “parts”
- Rigged/animated props



X-Men:Origins:Wolverine – pre-rendered cinematic

- Mocap cleanup in Motion Builder
- Hand-key facial animation in Maya



Wolfenstein – pre-rendered cinematic

- Mocap cleanup in Motion Builder
- Hand-key facial animation in Maya
- Rigged/animated trucks
- Rigged characters



Rage DLC – in-game vignette

- Responsible for all character animation



WildStar – in-game cinematic

- Responsible for all animation



WildStar – in-game cinematic

- Responsible for all animation



Problem (personal)

- Responsible for all animation
- “Malcolm” character courtesy of AnimSchool.com
- “Bishop” rig by Animation Mentor



WildStar – in-game cinematic

- Responsible for all animation



- **Animation Mentor: Pirate assignment**
 - Animated “Stewie” rig by Animation Mentor
 - Rigged and animated props