

Hal Kujawski's 2022 Demo Reel Breakdown:

Shot 01:

- Taken from SCAD Animation Studio's short film *Bearly*, where I worked as a 3D character animator.
- Responsible for the animation on the bear character, Bearly.
- 2D effects animation by Cosimo Faieta and Holly Partridge.
- *Bearly* property of SCAD Animation Studios.

Shot 02:

- Taken from *Pirate Lesson*, the capstone senior film I and nine others worked on at SCAD. More information can be found here: <https://piratelesson.wixsite.com/home>
- On the film, I was responsible for mainly 2D effects and 3D character animation, as well as modeling and texturing. In this shot, I am responsible for the animation of the two birds on screen right (purple and red), as well as the texturing and modeling of the green bird in the back.

Shot 03:

- Also from *Pirate Lesson*, responsible for the layout and base animation of both characters. Credit goes to Sofia Azpe for additional animation clean up.

Shot 04:

- Shot from *Bearly*, responsible for animation on all levels for the bear, bird, and tree. Additionally responsible for lip sync animation.

Shot 05:

- Game asset animation for a mobile AR/VR app developed by ARSOME Technology, for use in a game made in collaboration with the Mystic Aquarium in Connecticut.
- Idle and reach animation for an octopus. Animated in Maya and exported as an .fbx to be imported into Unity as a game asset. Responsible for animation.
- Property of ARSOME Technology and Mystic Aquarium.

Shot 06:

- Game asset animation for a mobile AR/VR app developed by ARSOME Technology, for use in a game made in collaboration with the Mystic Aquarium in Connecticut.
- Eating animation for spotted harbor seal. Sound provided by ARSOME Technology. Animated in Maya and exported as an .fbx to be imported into Unity as a game asset.

Shot 07:

- Game asset animation for a mobile AR/VR app developed by ARSOME Technology, for use in a game made in collaboration with the Mystic Aquarium in Connecticut.
- Idle animation for spotted harbor seal. Animated in Maya and exported as an .fbx to be imported into Unity as a game asset.

Shot 08:

- Shot from *Pirate Lesson*, short film. Responsible for bird animation and tentacle animation.

Shot 09 and 10:

- Shot from short film *Chalk*, produced by students at SCAD for a short film class.
- Responsible for 3D Animation of girl character.

Shot 11:

- Shot from a creature animation class taken at SCAD. Responsible for 3D animation of creature and 3D layout. Professor Brett Rutland.

- Rig by Truong CG

Shot 12:

- Shot from a video game animation class taken at SCAD. Professor Bernardo Warman. Responsible for 3D animation.
- Rig by Kiel Figgins.