

# Reel Breakdown

**Dorn Roberts** | cg rigger/ animator

503.957.3806 ♦ dornroberts@gmail.com ♦ dornroberts.com

## Honda

---

I rigged all of the vehicles and characters for these :30 spots. Specific contributions are listed below. All work was performed in 3ds Max.



### Passenger Vehicles:

Previz animation,  
Car animation,  
Camera animation,  
Vehicle rigging



### Iceberg:

Character rigging,  
Vehicle rigging,  
Facial animation



### Run the World:

Car animation,  
Vehicle rigging,  
Camera animation



### Civic Reasons:

Previz animation,  
Car animation,  
Vehicle rigging



### Utility:

Character animation,  
Camera animation,  
Character rigging

This commercial earned an Award of Excellence for Motion Design & Animation at the 2017 Rosey Awards. Motion capture was used for character animation.

## Portlandia – Ants

---

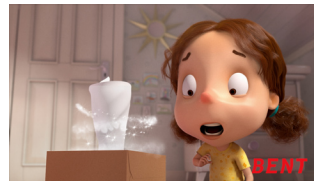


I animated the ants in this episode of Portlandia. My walk cycle animation was used in the crowd simulations

of ant infestations and marching ants. I keyframe animated any individual ants seen close up. Shots had to be carefully tracked to line up with live action. All animation was done in 3ds Max.

## Puffs Tissues

---



I rigged the main character and rigged the faces of all the characters. The facial rigging included a

joint based solution in addition to blend shapes. This gave the animators an extra layer of control. I also rigged props such as the toy dragon, tissue boxes and individual tissues. All rigging was done in Maya.

## Cartoon Network Movie Bumpers

---



I rigged and animated Finn and Jake for this Cartoon Network movie bumper based on the Adventure Time series.

All rigging and animation was done in Maya.