

## **JAMES FIORELLA**

Character Animator

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### Reel Breakdown - Reel can be viewed at [Thefanimator.com](http://Thefanimator.com)



COD: Ghosts “Curtain Cut” 00:03 - 00:15

Scripted sequence

Motion capture body animation and keyframe animation done in Maya  
Hesh Body Animation



MKX “Mileena Win Pose and Johnny Cage Lose Pose” 00:15 - 00:19

Motion capture body animation and  
keyframe animation done in MotionBuilder  
Body Animation



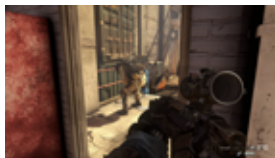
COD: Black Ops 2 “Graveyard” 00:20 - 00:31

Motion capture body animation, prop animation and  
keyframe animation done in MotionBuilder  
Body Animation



MKX “Predator Scimitar Stab and EX Retarget” 00:31 - -00:38

Retargeting and clean up of animation to  
various body types done in MotionBuilder  
Body Animation



COD: Ghosts “Flashbang Reactions” 00:38 - 00:46

AI animations

Motion capture body animation and keyframe animation done in Maya  
Body and Facial Animations



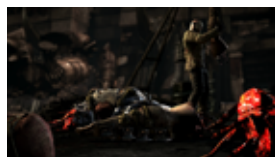
MKX “Jason Bloodshed and EX Retarget” 00:46 - 00:54

Retargeting and clean up of animation to  
various body types done in MotionBuilder  
Body Animation



COD: Black Ops 2 “Suffer with Me” 00:54 - 00:59

Motion capture body animation, mocap prop animation and  
keyframe animation done in MotionBuilder  
Body Animation



MKX “Jason Sleeping Bag Killer Fatality” 01:00 - 01:18

Retargeting and clean up of animation to  
Ferra/Torr body type done in MotionBuilder  
Body Animation