

David Brooks

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General Demo Reel Breakdown

Music: *Smooth it out* by Cuestra Drive

3D and 2D Animation

“Drunken Voice Mail”: (March 2009) Group project - “Paducchi II”; I modeled, rigged, and animated “Bob” - refer to http://www.davidbrooksartist.com/paducchi_mono_quicktime.html for full scene with audio.

“Tea Party” (“300” spoof): (2007) – 2D animation done in Mirage. Refer to <http://www.davidbrooksartist.com/hell.html> for audio.

“Breeder”: (2006) – 2D animation done in Mirage. Refer to <http://www.davidbrooksartist.com/breeder.html> for full animation and audio.

Models

“Bob” - (2008-2009) Modeled in Silo, textured and rendered in Maya.

“Dick” - (2008-2009) Modeled in Silo, textured and rendered in Maya.

“Dick's car” -(2008-2009) Modeled in Silo, textured and rendered in Maya.

“Drummer” - (2007) Modeled in Silo, textured and rendered in Lightwave.

“Cathedral” - (2007) Modeled, textured, and rendered in Lightwave.

Professional Animation

“Adaptive Optics” - (2009) Modeled, textured, and animated in Lightwave for Interstellar Studios' production of “400 Years of the Telescope”. All rights reserved.

Illustration

“Home Again” - (1989-2006) Oil on canvas.

“Good Times” - (1989) Oil on canvas.

“Dale” - (2005) Pencil on illustration board.

“Rosario” - (2005) Oil pastels on illustration board.

“Joe” - (2004) Oil pastels on illustration board.

“Bacon on Bush” - (2007) Oil pastels on illustration board.

“Peja” - (2004) Oil pastels on illustration board.

“Brothers” - (2006) Mirage Studio.

“Flutie Flakes” - (1996) Oil pastels on illustration board.

“Adam” - (1987) Prismacolor pencil on illustration board.

Thank you for the opportunity.

David Brooks