

Matt Sackley
Character Animator
847.924.9141
matt.sackley@gmail.com
www.mattsackley.com

MATT SACKLEY

Demo Reel Breakdown

Shot 1 – "I'm Hot"	I animated everything in Maya 2014. Lighting: Andrew Kennedy (www.andrewkennedy3d.com) Rig: Mery Project Rig Props: Creativecrash.com
Shot 2 - "Arnie Palmies"	I animated everything in Maya 2013 Rig: Animation Mentor.com Props: AnimationMentor.com
Shot 3- "Past Doesn't Matter"	I animated everything in Maya 2013. Lighting: Andrew Kennedy (www.andrewkennedy3d.com) Rig: Long Winter Studios (Argus) Props: Turbosquid.com and Creativecrash.com
Shot 4 - "Tiger Kick"	I animated everything in Maya 2014. I lit, rendered and composited with Maya, Mental Ray and After Effects. Rig: Anthro Tiger by LunchCrunch
Shot 5 - "Boulder Toss"	I animated everything in Maya 2013. I lit, rendered and composited with Maya, Mental Ray and After Effects. Rigs: AnimationMentor.com Props: AnimationMentor.com
Shot 6 – "Game Run Cycle"	I animated everything in Maya 2014 I lit, rendered and composited with Maya, Mental Ray and After Effects. Rig: SAM Slap-on www.creativecrash.com
Shot 7 - "I'm desperate"	I animated everything in Maya 2013. I lit, rendered and composited with Maya, Mental Ray and After Effects. Rigs: AnimationMentor.com Props: Jack Perry (flower rig)

*All animation is 100% keyframe.