

# Jarrood Showers

character animator

608-770-2862

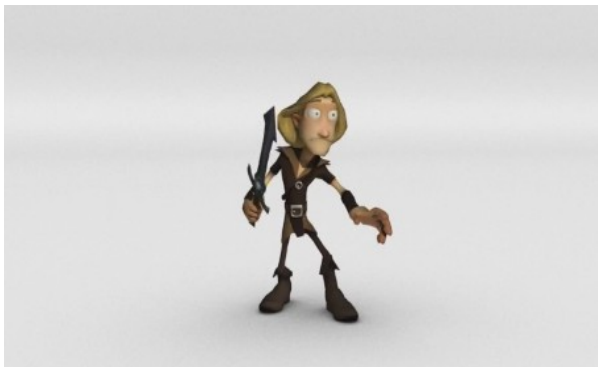
responsible for all animation

## Shot Breakdown



### WildStar – marketing flicks

- Responsible for all animation



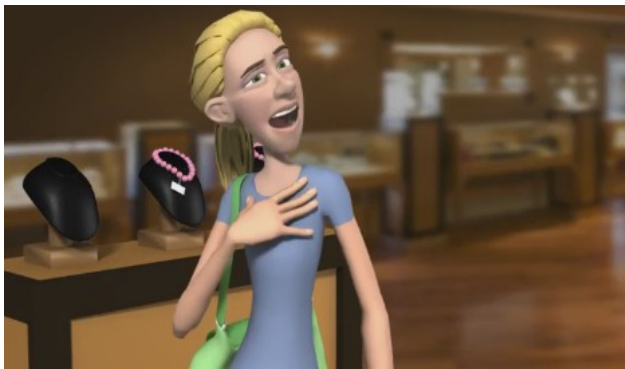
### AnimSchool (personal)

- Responsible for all animation
- “Elwood” character courtesy of AnimSchool.com



### **Vault (personal)**

- Responsible for all animation
- “Morpheus” rig by Josh Burton



### **Sue Someone (personal)**

- Responsible for all animation
- “Malcolm” character courtesy of AnimSchool.com  
Mod by Josh Sobel
- Modeled and rigged props



### **Dog Walk Cycle (personal)**

- Responsible for all animation
- “Scout” character courtesy of AnimSchool.com



### **AnimSchool (personal)**

- Responsible for all animation
- “Rock” character courtesy of AnimSchool.com



### **AnimSchool (personal)**

- Responsible for all animation
- “Hellhound” and “Griffon” characters courtesy of AnimSchool.com



### **Singularity – pre-rendered cinematic**

- Mocap cleanup in Motion Builder
- Hand-key facial animation in Maya
- Hand-key creature “parts”
- Rigged/animated props



### **X-Men:Origins:Wolverine – pre-rendered cinematic**

- Mocap cleanup in Motion Builder
- Hand-key facial animation in Maya



### **Wolfenstein – pre-rendered cinematic**

- Mocap cleanup in Motion Builder
- Hand-key facial animation in Maya
- Rigged/animated trucks
- Rigged characters



### **Rage DLC – in-game vignette**

- Responsible for all character animation



**WildStar – in-game cinematic**

- Responsible for all animation



**WildStar – in-game cinematic**

- Responsible for all animation



**Problem (personal)**

- Responsible for all animation
- “Malcolm” character courtesy of AnimSchool.com
- “Bishop” rig by Animation Mentor



### **WildStar – in-game cinematic**

- Responsible for all animation



- **Animation Mentor: Pirate assignment**
  - Animated “Stewie” rig by Animation Mentor
  - Rigged and animated props