## Matt Sveum

## Demo Reel Breakdown

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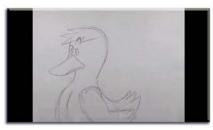
"Snacktime": (April 2015) Group project;
Animated Camera, Character, and props in Maya.
Modeled/Rigged Biped, Flag in Maya
(Flag cloth dynamics by Lawrence Susenburger)



"Snacktime": (April 2015) Group project; Animated Camera, all Characters and props. Rigged Biped, Treasure Bag



"Snacktime": (April 2015) Group project; Animated Camera, Character



"Show Some Class": (Fall 2013) 2D Pencil Test on paper Shot in MonkeyJam



"Snacktime": (April 2015) Group project; Animated Camera, Character and props.



"Snacktime": (April 2015) Group project; Animated Camera, Character and props. Rigged bidepd.



"Snacktime": (April 2015) Group project; Animated Camera, all Characters and props.

