



Reel Breakdown

- 0:05 Penguins of Madagascar: Layout|Composition|Timing of crowd octopi. 3 hero octopi. Animated look at keyframed in Maya and imported into Massive.
- 0:08 Madagascar 2: Layout|Composition|Timing of monkeys. 25 different looping animations (cycles) were used. Cycles include walking (holding plane parts), running, talking, milling about, sitting in trees, working (hammering, tinkering), climbing, waiting their turn at the portable bathrooms, falling out of trees and sitting eating bananas.
- 0:21 Peabody and Sherman: Layout|Timing of children. First row across and second row from screen left down are hero. Rest of the shot are crowd characters. Adjusted crowd characters' poses to vary composition. Animated look at keyframed in PREMO (DWA's nextgen proprietary animation tool) to focus on hero character. Characters transition from listening to laughing timed to hero character.
- 0:28 Megamind: Layout|Composition|Timing of human characters. Sequence of shots composed as a quick staggered dispersion. Keyframed look at adjustments in EMO (DWA's proprietary animation tool).
- 0:31 Madagascar 2: Layout|Composition of lions. Keyframed hero character reaction on lioness screen right of hero. Keyframed two animated look at on bottom screen left lioness and lion above lioness who reacts to hero. Adjusted lion look at for variance using EMO.
- 0:34 Home: Layout|Composition|Timing of Boov. Multiple assets used to maximize iteration times for walking Boov. Adjusted facial expressions of Boov on camera (focusing on walking Boov) based on Director changes. Adjustments made in PREMO.
- 0:42 Puss in Boots: Layout|Composition|Timing of cats. Keyframed look at adjustments.
- 0:43 Madagascar 3: Layout|Composition|Timing of human characters. Variable timing adjustments made on a per character basis on running cycles to create a more dynamic group of runners.
- 0:52 Monsters vs Pumpkins: Layout|Composition|Timing of children. Choreographed pumpkins chasing children and pumpkins encroaching on children.
- 0:54 Madagascar 3: Layout|Composition|Timing of birds. Choreographed bird flight paths in Massive using variable controls and targets.
- 0:57 Home: Layout|Composition|Timing of Boov. Keyframed animated look at adjustments. 2D Houdini flying traffic in the background.
- 1:03 Madagascar 2: Layout|Timing of monkeys. Keyframed monkey crank and adjusted monkey animation to fit characters to handles. Timed monkey animation to transition when the bananas drop.
- 1:06 Megamind: Layout/Composition of human characters and car traffic. Populated streets with walking humans (both individual and groups). Choreographed car traffic around hero car animation.



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- 1:09 Peabody and Sherman: Layout|Composition of human characters. 30 assets used to populate entire scene consisting of up to 3000 characters. LOD optimized to reduce render time. 15 (far) background assets were baked and re-used sequence-wide without having to re-sim on a per shot basis. Assets closest to hero action were kept small in order to re-iterate at a more efficient pace.
- 1:16 Madagascar 2: Layout|Composition of lemurs. Additional animation on lemur flying across screen after plane takes off.
- 1:18 Home: Layout|Composition|Timing of human characters. Choreographed walking humans and grouped standing humans into 'family' setups using motion captured group cycles.
- 1:24 Megamind: Layout|Composition|Timing of human characters and traffic. Choreographed walking humans and traffic with timed reactions to hero chars.
- 1:33 Madagascar 3: Layout|Composition|Timing of human characters and traffic. Choreographed traffic, pedestrians and birds.
- 1:37 Home: Layout|Composition|Timing of Boov. Choreographed walking Boov and adjusted cycles using PREMO. Original cycle had Boov holding a "Boov Pad" (round device similar to iPad) arms up and looking at it. Modification included removing Boov Pads and keyframing arms, instancing changes to all walking Boov.
- 1:40 Monsters vs Aliens: Layout|Composition|Timing of human characters. Choreographed walking humans and grouped standing humans into 'family' setups using individual cycles.
- 1:45 Peabody and Sherman: Layout|Composition|Timing of human characters and traffic. Choreographed walking humans and traffic.
- 1:51 Madagascar 3: Layout|Composition|Timing of human characters. Sequence of shots composed as a quick staggered dispersion. Keyframed look at adjustments.
- 1:59 Various: Layout|Composition|Timing of crowds.
- 2:08 Various: Layout|Composition|Variation control of crowds.