

Dave Mansfield
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2005 Demo Reel Breakdown

Unless otherwise noted, all animations were created using 3DS Max 5.1, Adobe Photoshop 6 & After FX 5.

0:00:00 Intro – Everything by me.

0:15:00 ~ 0:43:00 Sketchbook
 Here are some assorted examples taken from my life drawing classes and character designs.

0:43:00 ~ 1:21:00 Design and Pre-Viz Animations

- 1) Sushi 1: Robo-Shark Submarine. Designed by Eddie Paul. All CG work by me. From this design, an actual shark submarine has since been piloted by Fabien Cousteau for a upcoming feature on the Discovery channel. Artwork from this animation has been published in the June 2004 issue of Design News. 120 hours.
- 2) The EP Roller. Designed by Eddie Paul for DARPA. From a few napkin sketches I created this model and series of animations in 8 hours for a robot that cannot be tipped over for the cross-county navigation competition.
- 3) The Tarantula. Designed by me for SOCOM. I was asked to come up with a design for a vehicle that can carry troops and raise and lower itself while crossing rough terrain. Anxious to see giant robots on the battlefields, I thought this might be a good first step. It turns out they were looking for something a little smaller...
- 4) The Slug. Design by Eddie Paul for SOCOM. From another napkin sketch I modeled and animated the one-man transport in 10 hours.

1:21:00 ~ 1:30:00 Medical Animation
 This animation was created for CEMM, the Center for Excellence in Medical Multi-media ran by the US Air force, on their 'Pressure Equalization Tube Surgery and You' CD-ROM. My animated sequence replaced the original video taped surgery which was deemed "too gory" for children. Removing earwax is the first step of the procedure. Rendered in Max 3.1.

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1:30:00 ~ 1:59:00

Broadcast Graphics

- 1) Excerpt from 'Introduction to Eastwood's Instructional Video Series by Eddie Paul'. Series introduction for 'how to' videos edited and/or animated by myself sold online through the Eastwood company. All 24 movies playing in the film strip by me. Globe mesh by Viewpoint Labs, everything else by me. 14 hrs (not including mini movies).
- 2) Lincoln Electric Logo Design. Corporate Video. 4 hrs.
- 3) Comp Cams Logo Animation. Corporate Video. 7 hrs.
- 4) Sea-Tech intro animation. A series pitch to Discovery channel. I didn't have a fancy license to a proper fluid simulator so the sea foam was made by a snowstorm particle generator that was turned upside down and tweaked. 24 hrs.

1:59:00 ~ 2:27:00

Character Animation

- 1) Mortal Skin. This excerpt is taken from the cumulative graduation reel effort done by Oscar Des Los Reyes, Bryan Mayner, Dustin Sweet and myself. The characters were created using Poser 4 with the extra bio/cybernetic geometry added in Max 3.1. All x-ray character creation and animation as well as the following lip-synch animation by me. Everything else is by a crew of friends developing a series... Programs used: Max 3.1, Poser 4, Photoshop 4&5.
- 2) Roswell 1947. This bit of absurdity is meant to explain what really happened on that lonely desert road in an experiment combining 3D characters rendered in 2D shaders with plates generated in Photoshop on my Wacom tablet. I was trying for a warped Chuck Jones...
- 3) Moons of Arksyra intro. This excerpt animation was the cumulative effort of 13 interns working under myself at a budding video game company just before it ran out of money. I animated and composited the swarming flies particle system and the 'pokeymouse'. Programs used: Max 4.0 with Shag/Hair, Photoshop 5, After FX 5.
- 4) Lunch 65 Million BC. This was one of my early animations done at college. My e-tribute to Ray Harryhausen. Max 3.1, Poser 4 (Raptor) Photoshop 5.

2:27:00 -2:50:00

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