

Shawn DePriest's Shot Breakdown

CG Warrior

Hand-keyed using reference footage and my MEL script, "Roto Studio". Modeled, rigged, and animated by me. Quite a few people thought this was real footage!

Baby Got Buns

I created the entire project by myself over the course of three weekends. I even composed and sang the song! It was for a Heinz Ketchup YouTube commercial contest.

Soul Train

This project used my "Project Manager" referencing system and "Custom Rig" MEL scripts. The animation was done by me with a dual skeletal system, using mocap and hand-key layered adjustment.

Robotic Arm

A test for the movie "Recon 2022: The Mezzo Conspiracy". I used SynthEyes for tracking, Commotion Pro for matte creation, and Maya for the modeling and animation.

Movie Trailers

- "TOASTERHEAD!" is a feature length movie my brother and I shot on Super 8 mm film. We co-wrote, produced, directed and even starred in it!
- "Killstrike" was created because my tech artist buddy Morris Olmsted and I wanted some motivation to keep working out and lose some pounds! What better way than to film an action trailer!?
- "La Idioma Del Diablo", "Street Rats", and "Knuckles" were filmed by my brother and me, just for chuckles and editing practice.

IndieFX Composites

Created by me and my brother, using elements from our online stock footage clips. Most of the scenes contain composited miniatures that were "kit bashed" from tank, battleship, and airplane model kits. Compositing was done with Commotion Pro.

Solar Flair

My final project for a community college multimedia class, written and directed by myself and classmate Josh McGuire. We built the cockpit for the walker from scavenged swap-meet parts my brother and I had been collecting for years. The assembly consisted of a 2x4 cage on castors that the crew members rotated side-to-side while filming. The miniature walker armature was built and animated by me, with Josh providing the detailing. The short was met with tremendous approval and was shown for two years as part of the IHD booth at the San Diego Computer Show. What a rush!