

Andrew Miller

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Layout/Previs Reel 2013 Breakdown

Dates Produced	Client and Description	Responsibilities
Feb 2012 – Jan 2013	Halo4: Spartan Ops Episodic Cutscenes 343 Industries - Microsoft Axis Animation Dir: Stu Aitken	Layout Lead / Animator and Editor. Overview of Scripts and Storyboard Development, Editing Animatics, Instructing actors for mocap shoots, Directing Layout team. Motion Capture Editing and additional Animation - Maya, Premiere, Photoshop
March 2013	Halo: Xbox One Announcement Trailer 343 Industries - Microsoft Axis Animation Dir: John Allardice	Previs based on 343's initial Storyreel Edit – Maya, Fusion, Premiere
June – August 2013	Fable Legends Lionhead 343 Industries - Microsoft Axis Animation Dir: Ben Hibon	Layout responsible for all camera work, Lead Animator and Editor. Supervised the mocap session and operated Imaginariums Virtual Camera to help the director visualise the scenes – Maya, Premiere
April – May 2013	Dying Light Azyenberg / Techland 343 Industries - Microsoft Axis Animation Dir: Stephen Donnelly	Previs and Layout responsible for all camera work, staging and Lead Animator. Supervised the mocap session and operated Audiomotions EX3 cameras to get first pass footage for the edit – Maya, Premiere
March 2013	Infinity Blade 3 Game Trailer Epic Games Axis Animation Dir: Ben Hibon	Previs and Initial Edit to resolve the transitions concept - Maya, After Effects, Fusion, Premiere