

Cameron Coker

Layout Artist

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Layout Reel Breakdown

1) WAKE

Work in Progress
timestamp (0:03)



Thesis animation directed by Kelly Kin
35-person Collaborative Project
Original Story and Storyboards by Kelly Kin
See the full animation at <http://wp.me/pS5pc-jG>

Responsibilities:

- Production Manager and Creative Co-Lead of Layout
- Managed team of 8, oversaw camera work, shot composition, and the production of weekly progress animatics alongside partner Jeff Gustafson
- Modeled proxy characters and sets for early layout animatics

Tools:

- Layout animatics created in Autodesk Maya
- Editing in Hiero and Sony Vegas Pro

Sound in Sony Vegas Pro

2) Rare Model

PreViz for Live Action
timestamp (2:46)



Thesis live action short film directed by Adam Rothstein
Rare Model Script written by Cody Pearce
Hovercraft model by Mat Suarez
Morpheus Rig by Josh Burton
See more at <http://wp.me/pS5pc-wh>

Responsibilities:

- Solo Project to create PreViz animatics for Scene 6 of Rare Model
- Did all Layout, Animation, Lighting, and additional Modeling

Tools:

- Layout animatics in Autodesk Maya

Editing and sound in Adobe After Effects

3) Not Again

timestamp (3:54)



Ten-week production in collaboration with ReelFX Studios in Dallas
6-person Collaborative Project
Official Selection for the 2014 Texas Independent Film Festival
Screened at the 2015 Stuttgart Animation Festival
Featured at the 2014 Siggraph Dailies
See more at <http://wp.me/pS5pc-jF>

Responsibilities:

- Lead of Story and Layout
- Boarded, created, edited, and added sound to weekly story and layout animatics
- Oversaw camera work and shot composition for all 10 shots
- Modeled the baby robot and several background objects
- Animated 3 of the 9 shots and added finishing touches to the other 6
- In charge of editing and sound design for the finished animation

Tools:

- Layout animatics and Final animation in Autodesk Maya
- Storyboards in pencil on paper
- Editing and sound in Adobe After Effects