

# Ruben Esqueda

Animation Reel Shot Breakdown

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SHOT 1 (00:00 - 00:10)  
361 Commission  
Gameplay Animation/ Choreography  
Rigs: Kiel Figgins



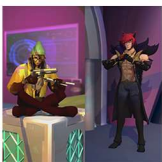
SHOT 2 (00:10 - 00:17)  
Adventurer Spear Play (Personal Project)  
Character Animation/ Camera Animation  
Rigs: Kiel Figgins



SHOT 3 (00:17 - 00:27)  
361 Commission  
Gameplay Animation  
Rig: Unreal Editor 4 Mannaquin



SHOT 4 (00:28 - 00:30)  
Groove Jones VR / AT&T  
Character Animation AR/VR Experience  
Rigs: Groove Jones



SHOT 5 (00:30 - 00:43)  
Riot Games / Castle Steps  
Idle Animations for Arcane Promotional online game  
Rigs: Castle Steps



SHOT 6 (00:43 - 00:54)  
Madbox Games (Pocket Champs iOS & Android)  
Gameplay Animations  
Rigs: Madbox Games



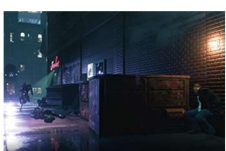
SHOT 7 (00:54 - 01:03)  
Blackboard Studios  
Character Animation for PreVis (non-commercial)  
Rigs: Jason Baskin



SHOT 8 (01:03 - 01:14)  
LEAO Studios  
Cut Scene Animation  
Rigs: LEAO



SHOT 9 (01:15 - 01:24)  
Black Board Studios  
Animation Test  
Rigs: Black Board Studios



SHOT 10 (01:24 - 01:40)  
City16 - Personal Previs Project  
Character Animation/ Camera Animation  
Rigs: Ureal Engine 4 Mannaquin and Wraith, Brute from Adobe Fuse