# Demo Credits

1. **Stick Figure:** Demo Reel Titles – storyboard, keyframed animation, lighting, modeling, and texturing (30 fps)

2. **Troll:** Lord Of The Rings for Playstation 2 – keyframed animation (30 fps)

3. **Northman:** Drakan 2 for Playstation 2 – keyframed animation (30 fps)

4. **Orc:** Lord Of The Rings for Playstation 2 – keyframed animation (30 fps)

5. **Scavanger:** Drakan 2 for Playstation 2 – keyframed animation (30 fps)

6. **Aragorn:** Lord Of The Rings for Playstation 2 – keyframed animation (30 fps)

7. **Main character:** Gunslinger for Playstation 2 – keyframed animation (30 fps)

8. **Frodo/Boromir:** Lord Of The Rings for Playstation 2 – keyframed animation (30 fps)

9. **Goblin:** Drakan 2 for Playstation 2 – keyframed animation (30 fps)

10. **Main character:** Gunslinger for Playstation 2 – keyframed animation (30 fps)

11. **Opening Cinema:** Mechcommander for the PC – keyframed animation, lighting, and fx (hi res./pre-rendered Cinema, 30 fps)

12. **Closing Cinema:** Mechcommander for the PC – director, storyboard, keyframed animation, lighting, modeling, texturing, and camera (hi res./pre-rendered Cinema, 30 fps)

13. **Lion:** Septerra Core for the PC – lead animator, keyframed animation (low res. sprite animation, 8 fps)

14. **Azziz:** Septerra Core for the PC – lead animator, keyframed animation (low res. sprite animation, 8 fps)

15. **Aryam:** Septerra Core for the PC – lead animator, keyframed animation (low res. sprite animation, 8 fps)

16. **Alisa:** Septerra Core for the PC – lead animator, keyframed animation (low res. sprite animation, 8 fps)

17. **Loki Cinema:** Mechcommander for the PC – storyboard, keyframed animation, lighting, modeling, texturing, fx, and camera (hi res./pre-rendered Cinema, 30 fps)