

**MAIN REEL BREAKDOWN SHEET**

**SHOT 1 THE HERETIC**

I filmed, composited, edited, effected, and served as the actor for this shot utilizing Vegas Pro, Premiere Pro, and After Effects.

**SHOT 2 SCREEN REPLACEMENT**

I filmed, composited, edited, effected, and served as the actor for this shot utilizing Fusion, After Effects Vegas Pro, and Premiere Pro.

**SHOT 3 GHOST IN THE HALLWAY**

With the assistance of two actors and a cameraman, I filmed, composited, rotoscoped, edited, and effected all elements for this shot with Fusion, After Effects Vegas Pro, and Premiere Pro.

**SHOT 4 EVENING DRIVE**

Utilizing daytime footage I shot of an actor pulling up in an SUV, I color corrected, performed a day-to-night color grade, added lens flares which were tracked to the headlights, and created the final composite for this shot with After Effects and Premiere Pro.

**SHOT 5 CLUE ME IN MOTION BACKGROUND AND LOWER THIRD**

Utilizing a provided 2d logo design, I created a fractal background and overlaid it with a lower third element utilizing Photoshop, Illustrator, Fusion, and After Effects.

**SHOT 6 FILM NOIR FRIDAYS**

I modeled, textured, animated, and rendered this shot with Maya and Mental Ray.

**SHOT 7 XTREME FLAVOR**

Along with stock water footage used for the background, I modeled, textured, animated, and rendered the logo and combined these elements with others to create the final composited animation with Maya, Mental Ray, Illustrator, Photoshop, and After Effects.

**SHOT 8 FALLOUT LOGO**

I modeled, textured, animated, and rendered this logo animation with Maya and Mental Ray.

**SHOT 9 CLUE ME IN LOGO**

## **JACOB VANHUSS MAIN REEL 2008**

Utilizing a provided 2d logo design, I converted the logo to curves and beveled it in 3d, then, textured, animated, and rendered the shot utilizing Illustrator and Maya.

### **SHOT 10 TOWNIE POKER TOURNAMENT**

With provided footage, I created and animated this shot with Photoshop and After Effects.

### **SHOT 11 THE BOGMAN**

I modeled, textured, animated, and rendered this shot with Maya and Photoshop.

### **SHOT 12 THE EYE**

I modeled, textured, animated, and rendered this shot with Maya, Photoshop, and Mental Ray.

### **SHOT 13 THE SCORPION BODY ARMOR**

I modeled, textured, animated, and rendered this shot with Maya, Mudbox, and Photoshop.

### **SHOT 14 THE WIRE RUN**

I modeled, textured, animated, and rendered this shot with Maya, Photoshop, and After Effects.

### **SHOT 15 UFO**

I modeled, textured, animated, and rendered this shot with Maya.

### **SHOT 16 THE KNIFE IS DRAWN**

I modeled, textured, animated, and rendered the CG knife and composited and effected this shot with After Effects, Fusion, Maya, and Mental Ray.

### **SHOT 17 THE LAMENT FOUNTAIN**

I performed a matchmove, modeled, textured, animated, rendered, and composited this shot with PfTrack, Maya, and Fusion.

### **SHOT 18 ELECTROCUTION**

I hand tracked this footage, served as the actor, modeled, textured, animated, rendered, and composited this shot with PfTrack, Maya, Fusion, After Effects, and Premiere Pro.

### **SHOT 19 THE GHOST POLE**

## **JACOB VANHUSS MAIN REEL 2008**

I performed a matchmove, modeled, textured, animated, rendered, and composited this shot with PfTrack, Maya, Fusion, After Effects, and Premiere Pro.

### **SHOT 20 DYER'S EVE**

I served as the cameraman for this sequence which I edited, color graded, performed a 3d track, modeled, textured, rendered, effected, and composited with Boujou, Premiere Pro, After Effects, Maya, and Fusion.