

# Demo Reel 2009 Shot List

## Markus Hammarstedt

### SHOT 1 - ROBOT

---

**Rigging, skinning, animation and particles** in 2009.  
Software: Autodesk Maya.

### SHOT 2 - LOCUST

---

**Animation and rendering** as an animation test for *Epic Games* 2009.  
Software: Autodesk Maya.

### SHOT 3 - TERMINATOR SALVATION

---

**Reload animations, recoil animations, camera animations, human animations.**  
"Terminator Salvation", *Xbox360/PS3/PC. GRIN* 2008, 2009.  
Software: Autodesk Motion Builder.

### SHOT 4 - MARINE

---

**Rigging, skinning, animation, effects and rendering** as a test for  
*Massive Entertainment* 2007.  
Softwares: Autodesk Maya, Adobe After Effects.

### SHOT 5 - WORLD IN CONFLICT SOVIET ASSAULT

---

**Wreck rig/animation, marine animations**  
For "World in Conflict Soviet Assault", *PC. Massive Entertainment* 2007, 2008.  
Softwares: Autodesk Maya, Lightwave 3D.

### SHOT 6 - BOX LIFT

---

**Animation and rendering**, animation test for *Bizarre Creations* 2009  
Software: Autodesk Maya.

