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Demo Reel Breakdown

01 Ionia: The Blood Moon (Jun - Oct 2013) *Individual project; League of Legends animation*

Original concept and story

- Creator
- Camerawork and Layout
- Choreographer
- Modeling, texturing, rigging, animation, cloth simulation, particle effects, smoke simulation, lighting, compositing, and rendering
- Rendered with Cycles.
- Textures generated with CrazyBump, edited with Photoshop. Specific texture art created from scratch with Photoshop.
- Video editing, sound editing, and sound design done in Vegas

Ionia: The Blood Moon was a tribute to the characters in League of Legends, specifically two characters, Master Yi and Akali, in their native nation, Ionia. Most of the camerawork focused on representing the action as best as possible. In such a fast paced video, it is important to focus on the details of the choreography in order to make clear to the audience what is going on.

02 PixelHeads (Jul 2014) *Minecraft Comedy Central Web Series*

Original concept and story

- Creator
- Storyboarding
- Camerawork and Layout
- Animation, lip sync, lighting, particle effects, and rendering
- Rendered in Cycles
- Video editing done in Vegas.

PixelHeads is a web series produced by Comedy Central. This particular episode was given to me to create the visuals for. I was given the sound track, dialogue included, and a script for the plot. The executive producer and I collaborated heavily on how we should portray certain events, but overall I was given creative control over the visuals.

03 Gods Don't Die (Sep 2014) *Minecraft fight animation; Sequel to Gods Don't Bleed*

Original concept and story

- Creator
- Camerawork and Layout
- Choreographer
- Texturing, animation, lighting, particle effects, and rendering
- Rendered in Cycles
- Video editing done in Vegas.

Due to the huge success of Gods Don't Bleed (11 million views to date), I decided to make a sequel. This time, the mobs would be rebelling on a much larger scale. Gods Don't Die was created two years after the

first one. I believe that visually I have improved drastically on animation quality and efficiency. I have also improved on lighting, rendering, and compositing. I maintained the relatability of Herobrine.

04 Danu Talisman (Dec 2013) *Minecraft Underwater animation*

Original concept and story

Responsible for every shot:

- Creator
- Camerawork and Layout
- Texturing, animation, lighting, particle effects, and rendering
- Rendered with Blender Internal
- Video editing, sound editing, and sound design done in Vegas.

Danu Talisman was a project focused on telling the second part of a story, with a prequel in the works. The underwater aesthetic of it was stressed during the rendering and animation phases of the workflow. The narrative follows a seemingly incompetent explorer, Rob, looking for an ancient artifact. The narrative camera choices focused on how to build suspense, present action, develop the character, and make clear certain plot choices.

05 Gods Don't Bleed (Aug 2012) *Minecraft fight animation*

Original concept and story

Responsible for every shot:

- Creator
- Choreographer
- Camerawork and Layout
- Texturing, animation, lighting, particle effects, and rendering
- Rendered with Blender Internal
- Video editing, sound editing, and sound design done in Vegas.

Gods Don't Bleed was the first completed animation I worked on. I wanted to make an action animation with an air of moral ambiguity. Herobrine is a legend of godlike evil, but I wanted to portray him as a more relatable, human character. This was done through writing choices, particular the last shot of the movie. The majority of the action shots focused on presenting the action in an understandable manner, making sure all important parts of what was happening was visible and the relative positions of each character made clear. However, the intro and the ending had camerawork that served different purposes.