

EMERSON CHAN

Previs Reel Breakdown

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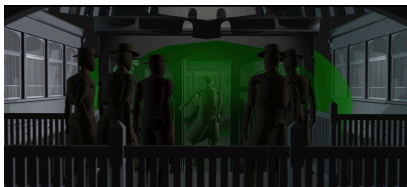
Ahsoka: Episode 5, Scene 7

- Responsible for layout, cameras, and character animation
- Software used: Maya, Unreal Engine 4



Ahsoka: Episode 5, Scene 12

- Responsible for camera and Ghost ship animation
- Software used: Maya, Unreal Engine 4



Loki Season 2: Episode 3

- Responsible for layout, cameras, and blocking
- Software used: Maya



Ahsoka: Episode 6, Scene 30

- Responsible for layout, camera, and character/creature animation
- Software used: Maya, Unreal Engine 4



Ahsoka: Episode 5, Scene 15

- Responsible for cameras, character and Ghost ship animation
- Software used: Maya, Unreal Engine 4



Loki Season 2: Episode 3

- Responsible for layout, cameras, and blocking
- Software used: Maya



The Mandalorian Season 3: Episode 5, Scene 18

- Responsible for layout, cameras, and character animation
- Software used: Maya, Unreal Engine 4



The Mandalorian Season 3: Episode 5, Scene 42

- Responsible for layout, cameras, and character animation
- Software used: Maya, Unreal Engine 4