

Emanuele Pavarotti – *Demo Reel Breakdown*

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1 – Moving Picture Company internal test.
Credits: Animation, personality study.
Software: Maya
2008.

2, 3, 4, 5 – Prince Caspian – MPC
Credits: Animation
Software: Maya
2008.

6, 7 – Prince Caspian – MPC
Credits: Animation for Glenstorm the centaur
Software: Maya
2008.

8 – Prince Caspian – MPC
Credits: Animation for Glenstorm and Centaur smashing columns screen left.
Software: Maya
2008.

8 – Prince Caspian – MPC
Credits: Animation for Glenstorm and leaping fauns.
Software: Maya
2008.

9 – Prince Caspian – MPC
Credits: Animation.
Software: Maya
2008.

10 - Animation Mentor *Introduction to acting* project.
Credits: Animation
Softwares: Digicel Flipbook, Adobe Photoshop, Traditional medium, Maya.
2005-2006.

11 - Short film *Unoriginal Sin*.
Credits: Animation, storyboards, character development
Softwares: Maya
2006.

12 - *Sofficini Checcrocchè*, commercial, Ubik vfx.
Credits: Animation, character setup.
Softwares: Maya
2005.

13 - Commercial *Gardaland Time Voyager*, Ubik Vfx.
Credits: Animation.
Softwares: Maya.
2007

14 - *Citroen c2 Crows*, commercial, Ubik Vfx.
Credits: Animation, character setup, layout 3d.
Softwares: Maya
2005

15, 16, 17 - Prince Caspian – MPC
Credits: Animation
Software: Maya
2007.

20 – 26 - Short Film *Marco and His Ball*.
Credits: Story, Direction, Animation.
Softwares: Maya.
Final project for Animation Mentor.
2006.

27 - *Artwork, Gesture Drawings, Thumbnail Drawings*
Medium: Pencils, Markers, watercolor, photoshop.
2005-2007