

Elizabeth Johns
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SHOT BREAKDOWN LIST:

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|---|---------------------|
| <i>"The Walking Dead: A New Frontier - Season 3 Episode 1"</i> | 00:00:00 - 00:00:23 |
| <ul style="list-style-type: none">• Animation cleanup from motion capture data• Applied cloth simulation to Salvador's robe | |
| <i>"Minecraft: Story Mode - Season 2 Episode 5"</i> | 00:00:23 - 00:00:37 |
| <ul style="list-style-type: none">• Lipsync polish | |
| <i>"Batman: The Enemy Within - Season 2 Episode 1"</i> | 00:00:37 - 00:00:45 |
| <ul style="list-style-type: none">• Cloth simulation for Batman's cape | |
| <i>"Batman: The Enemy Within - Season 2 Episode 2"</i> | 00:00:45 - 00:00:56 |
| <ul style="list-style-type: none">• Cloth simulation for Batman's cape• Created destruction mesh for wall and created rubble simulation in a very tight deadline | |
| <i>"Batman: The Enemy Within - Season 2 Episode 5"</i> | 00:00:56 - 00:01:01 |
| <ul style="list-style-type: none">• Cloth simulation for Batman's cape | |
| <i>"Batman: The Enemy Within - Season 2 Episode 5"</i> | 00:01:01 - 00:01:07 |
| <ul style="list-style-type: none">• Animation from mocap data that was captured, reprocessed, and exported by me using MVN Animate Pro• Final animation polish was done by Kirsten Yamaguchi• Lipsync polish | |
| <i>"Batman: The Enemy Within - Season 2 Episode 5"</i> | 00:01:07 - 00:01:21 |
| <ul style="list-style-type: none">• Cloth simulation for Batman's cape | |
| <i>"Batman: The Enemy Within - Season 2 Episode 1"</i> | 00:01:21 - 00:01:25 |
| <ul style="list-style-type: none">• Lipsync polish• Hair simulation on Tiffany Fox | |
| <i>"Batman: The Enemy Within - Season 2 Episode 5"</i> | 00:01:25 - 00:01:38 |
| <ul style="list-style-type: none">• Lipsync polish• Created additive wind simulations for Tiffany's hair and Batman's cape | |
| <i>"Batman: The Enemy Within - Season 2 Episode 5"</i> | 00:01:38 - 00:01:53 |
| <ul style="list-style-type: none">• Lipsync polish• Cloth simulation for Batman's cape | |
| <i>"The Walking Dead: The Final Season - Season 1 Episode 1"</i> | 00:01:53 - 00:02:15 |
| <ul style="list-style-type: none">• Collaborated in creating new pipeline between the animation, cinematics, and engineering departments to create a 2 minute sequence with one continuous camera shot• Supported animation team with technical issues | |