

# Ivan Lancaster

Character Animator

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## Shot Breakdown Dec 2012

### Shot 1: 'Jazz'



**Two person dialogue shot for school project.**

All work by Ivan Lancaster.

Rigs provided by Animation Mentor.

Sound clip from *The Mighty Boosh Radio Series (2001)* Episode "Jazz"

### Shot 2: 'Charr Emotes'



**Playable character emotes for Guild Wars 2.**

Animation by Ivan Lancaster.

Property of ArenaNet.

### Shot 3: 'Norn Farming'

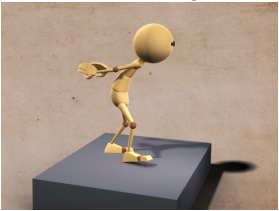


**Ambient NPC animation for Guild Wars 2.**

Animation by Ivan Lancaster.

Property of ArenaNet.

### Shot 4: 'Backflip'



**Body mechanics shot for school project.**

All work by Ivan Lancaster.

Rigs provided by Animation Mentor.

### Shot 5: 'Zombie Bear'

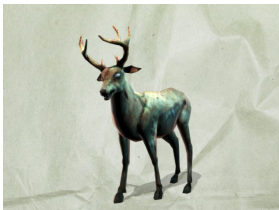


**Enemy creature animation for future Deerhunter release.**

Animation by Ivan Lancaster.

Property of Glu Mobile.

### Shot 6: 'Zombie Deer'



**Enemy creature animation for future Deerhunter release.**

Animation by Ivan Lancaster.

Property of Glu Mobile.

**Shot 7: 'Raven & Rat'**



**Ambient Life animation system using multiple loops, for unreleased prototype.**  
Animation and Rigs by Ivan Lancaster.  
Property of Glu Mobile.

**Shot 8: 'Werewolves'**



**Enemy Creature animation for unreleased prototype.**  
Animation and Rigs by Ivan Lancaster.  
Property of Glu Mobile.

**Shot 9: 'Music of Pain'**



**One person dialogue shot for school project.**  
All work by Ivan Lancaster.  
Rigs provided by Animation Mentor.  
Sound clip from *Buffy The Vampire Slayer Season One (1997)*

**Background Music:** *John Coltrane - My Favorite Things (1961)*