

José Luis de Lucas (Pepe), 2011 Animation Reel Shot List



“The Chronicles of Narnia, The Voyage of the Dawn Treader”, 2010, MPC London. Software, Maya. Character Animation



“Planet 51”, 2009, Ilion Animation Studios. Software, 3D Max. Character Animation



“The Tale of Despereaux”, 2008, Universal, Framestore London. Software, Maya. On this project my role was Lead Animator of the Crowds Team. The main characters were animated by others and I did coordinate and helped out with the animations to be applied with “Massive” and other “In house” software developed for the film



“The Tale of Despereaux”, 2008, Universal, Framestore London. Software, Maya. All the characters, except the mouse that remains on the chair, animated by me



“Donkey.Xote”, 2007, Bren Entertainment, Filmax. Software, XSI. Character Animation



“Planet 51”, 2009, Ilion Animation Studios. Software, 3D Max. Character Animation