

WEI XING YONG

CHARACTER ANIMATOR

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REEL BREAKDOWN 2015

All animations are hand keyed unless otherwise stated . Black and white shots are not mine and only used for continuity.



SHOT 1:
GRAVITY (2013) - Feature Film
Responsible for all character animation including camera animations.



SHOT 2:
47 RONIN (2013) - Feature Film
Responsible for horse and tether animations only. It blends into a live action horse in the last 10 frames or so.



SHOT 3:
Daytona (Personal Work)
Responsible for all Animation, Direction, Modelling, Lighting and Rendering.

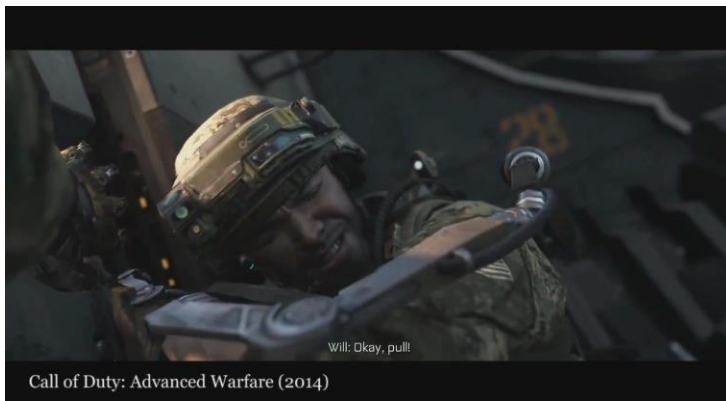
Morpheus Rig courtesy of Josh Burton.



**SHOT 4:
Farm Boy (Personal Work)**

Responsible for all Animation,
Direction, Lighting and Rendering.

Mery Rig courtesy of www.meryproject.com.



**SHOT 5:
Call of Duty: Advanced Warfare
(2014) - Video Game**

Responsible for Facial Animation
only.