

**LAURENTO JOVITO H. FUA - 3D CHARACTER ANIMATOR**  
**DEMO REEL BREAKDOWN**  
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- Shot 01 : Bilal: A New Breed of Hero** (Film, 2016): Animated all characters using Maya
- Shot 02 : Bilal: A New Breed of Hero** (Film, 2016): Animated Bilal using Maya
- Shot 03 : Bilal: A New Breed of Hero** (Film, 2016): Animated all characters using Maya
- Shot 04 : Bilal: A New Breed of Hero** (Film, 2016): Animated Shaman using Maya
- Shot 05 : Bilal: A New Breed of Hero** (Film, 2016): Animated Shaman using Maya
- Shot 06 : Kinect Sports Rivals** (2013): Animated all characters only using Maya
- Shot 07 : Kinect Sports Rivals** (2013): Animated all characters only using Maya
- Shot 08 : Kinect Sports Rivals** (2013): Animated hand and gun only using Maya
- Shot 09 : Kinect Sports Rivals** (2013): Animated all characters only using Maya
- Shot 10 : Trap Door Maker** (Animation Test, 2013): Animated assassin character using Maya
- Shot 11 : Trap Door Maker** (Animation Test, 2013): Animated main character, Erik, using Maya
- Shot 12 : Trap Door Maker** (Animation Test, 2013): Animated all characters using Maya
- Shot 13 : Trap Door Maker** (Animation Test, 2013): Animated all characters using Maya
- Shot 14 : Transformers Beasthunters** (TVC, 2013): Animated Predaking (robot dragon) only using Maya
- Shot 15 : Transformers Beasthunters** (TVC, 2013): Animated Optimus Prime using Maya
- Shot 16 : Transformers Beasthunters** (TVC, 2013): Animated Optimus Prime using Maya
- Shot 17 : Transformers Beasthunters** (TVC, 2013): Animated Predaking using Maya
- Shot 18 : Transformers Prime Weaponizers** (TVC, 2012): Animated Optimus Prime, Ratchet & Bumblebee in Maya
- Shot 19 : Transformers Prime Weaponizers** (TVC, 2012): Animated Bumblebee using Maya
- Shot 20 : Transformers Prime Weaponizers** (TVC, 2012): Animated Bumblebee using Maya
- Shot 21 : Marvel Battle Masters** (TVC, 2014): Animated all characters using Maya
- Shot 22 : RPG Metanoia** (Film, 2010): Animated all characters using Maya
- Shot 23 : RPG Metanoia** (Film, 2010): Animated monk character, K-Mao, using Maya
- Shot 24 : RPG Metanoia** (Film, 2010): Animated all characters using Maya
- Shot 25 : RPG Metanoia** (Film, 2010): Animated all characters using Maya
- Shot 26 : RPG Metanoia** (Film, 2010): Animated all characters and yoyo using Maya
- Shot 27 : RPG Metanoia** (Film, 2010): Animated all characters and yoyo using Maya
- Shot 28 : RPG Metanoia** (Film, 2010): Animated all characters using Maya
- Shot 29 : RPG Metanoia** (Film, 2010): Animated all characters using Maya
- Shot 30 : RPG Metanoia** (Film, 2010): Animated all characters and yoyo using Maya
- Shot 31 : RPG Metanoia** (Film, 2010): Animated samurai character and yoyo using Maya
- Shot 32 : RPG Metanoia** (Film, 2010): Animated main character, Zero, and yoyo using Maya
- Shot 33 : RPG Metanoia** (Film, 2010): Animated all characters and yoyo using Maya
- Shot 34 : RPG Metanoia** (Film, 2010): Animated all characters and yoyo using Maya
- Shot 35 : RPG Metanoia** (Film, 2010): Animated all characters using Maya
- Shot 36 : RPG Metanoia** (Film, 2010): Animated all characters using Maya
- Shot 37 : RPG Metanoia** (Film, 2010): Animated all characters using Maya
- Shot 38 :** (Animation Test; 2016): Animated main character using Maya
- Shot 39 :** (Animation Test; 2016): Animated all characters using Maya
- Shot 40 : RPG Metanoia** (Film, 2010): Animated main character, Marc, using Maya
- Shot 41 : RPG Metanoia** (Film, 2010): Animated all characters using Maya
- Shot 42 : RPG Metanoia** (Film, 2010): Animated main character, Nico, and the props using Maya
- Shot 43 : Monster 500** (TVC, 2013): Animated all characters and vehicles using Maya

**Shot 44 : Monster 500** (TVC, 2013): Animated all characters and vehicles using Maya

**Shot 45 : Monster 500** (TVC, 2013): Animated all characters and vehicles using Maya

**Shot 46 : Ultimate Spider-Man Fighter Pods** (TVC, 2013): Animated Spider-Man, Pod and webbing using Maya

**Shot 47 : Ultimate Spider-Man Fighter Pods** (TVC, 2013): Animated all characters using Maya

**Shot 48 : Ultimate Spider-Man Fighter Pods** (TVC, 2013): Animated all characters using Maya

**Shot 49 : Ultimate Spider-Man Fighter Pods** (TVC, 2013): Animated all characters, pod and Spider Cycle using Maya

**Shot 50 : Ultimate Spider-Man Fighter Pods** (TVC, 2013): Animated Spider-Man, Pod and webbing using Maya