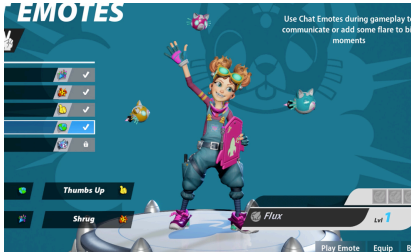


# Lydia Hall

## Character Animator

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### Reel Breakdown



#### “Rocket Arena”

- Animated a variety of characters and props using hand-keyed animations
- Animated character select animations, main menu vignettes, and various emotes
- Set up sequencer for vignettes with animations and fx
- Software Used: Maya and UE4



#### “The Last of Us Part 2”

- Animated a variety of characters and props using a combination of motion capture clean up and hand key animation
- Animated characters’ faces and did lip-sync for scenes with dialogue
- Software Used: Maya



#### “Dino Hunter: Deadly Shores”

- Animated a variety of dinosaur types using hand-keyed animation
- Animated short animations such as walk/run cycles, attacks, and deaths
- Software Used: Maya and Unity