

Robert T Miller Demo Reel Shot List

1. UH60 Flyby (2008, 09, Softimage|XSI)
-My work: Model, Lighting, Animation
2. UH60 Landing (2009, Softimage|XSI)
-My work: Model, Lighting, Animation, Still Photography
3. Icrontic Gaming (2009, Softimage|XSI)
-My work: Modeling, Lighting, animation, simulation
-Logo by Brian Ambrozy and Lincoln Russel
4. Explosion Key/Comp (2009, Softimage|XSI)
-My work: Rigid Body Dynamics, Textures, Still Photography
5. Explosion Full Comp (2009, Softimage|XSI, Adobe After Effects)
-My work: Rigid Body Dynamics, Textures
-Fire Effects and Camera Shake by Chris M Skibbe
6. St. Paul Pictures (2008, Softimage|XSI)
-My work: Model, Lighting, Animation, Particles
7. Plunger Hopping (2007, Animation: Master)
-My work: Model, Rig, Lighting, Animation
-Textures by Hash Inc.
8. Door is Stuck (2005, Animation: Master)
-My Work: Animation, Lighting
-Models and rigs by Hash Inc.
9. Box Squish (2006, Macromedia Flash MX)
-My Work: Objects, Animation
10. Bouncing Ball (2006, Animation: Master)
-My Work: Model, Animation
11. All programming work by me, code written in Notepad
2. Choose Your Side (2007, Adobe Photoshop, Illustrator, InDesign)
-Models by Valve Software
13. Warm Watch (2006, Photograph, Adobe Photoshop)
14. Tomato (2005, Pencil on Illustration Board)
15. The Watchmaker (2006, Photograph, Adobe Photoshop)
16. Half-Life 2 Box (2007, Adobe Photoshop, Illustrator, InDesign)
-Game Characters and logo by Valve Software
17. Red Light (2006, Photograph, Adobe Photoshop)

18. Decaying Bridge (2005, Photograph)
19. Storyboard Art (2007, Pencil on Illustration Paper)
20. Double Fans (2005, Photograph)