

FIONA KAYE

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SHOTLIST



Coffee: This piece was created while studying with iAnimate, Workshop 5. The audio came from the television show *Lost Girl*.

My work: Keyframe animation and set dressing.
Rigs and some props provided by iAnimate.

Software: Maya and Photoshop.



Divorce: This piece was created while studying with iAnimate, Workshop 5. The audio came from the film *The Time Travellers Wife*.

My work: Keyframe animation and set dressing.
Rigs and some props provided by iAnimate.

Software: Maya and Photoshop.



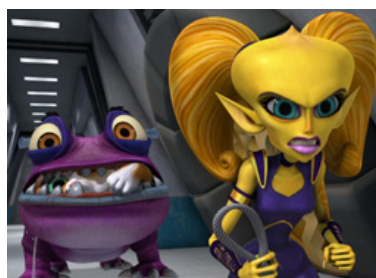
Monsters Vs Aliens: This series of shots were made for the TV show *Monsters Vs Aliens*, an American computer-animated television series based on the 2009 film of the same name. As an Animator on this project I was responsible for all keyframe animation in both Primary and Secondary stages of roughly 2 minutes viewing time per episode worked on, each episode running roughly 11 minutes long. I collaborated with my team members to create consistency throughout the episode and took direction from my episode director and Nickelodeon animation supervisors to ensure my shots matched the storyboards and enhanced the overall story being told.

My work: Keyframe animation.

Software: Maya.



Monsters Vs Aliens - Ginormicat!: Team Monster are overwhelmed by the cuteness of the kitten, despite General Monger's "No Pet Policy".



Monsters Vs Aliens - It Came From Channel 5: Covertion tries to convince Bob to bring Susan's ex-fiancé Derek onto the base.

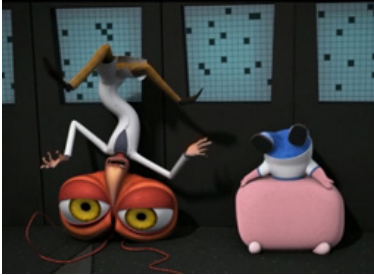
Monsters Vs Aliens - Ginormicat!: Sta'abi hunts for the kitten as it grows larger, much to the surprise of Vornicarn.



Sneak: This piece was created while studying with iAnimate, Workshop 3 Biomechanics.

My work: Keyframe animation, set dressing.

Software: Maya and Photoshop.



Monsters Vs Aliens - The Invisible Threat (also Silent): Dr Cockroach and Sqweep are given an impossible task, working together!

My work: Keyframe animation.

Software: Maya.



Monsters Vs Aliens - Vornicarn: When a vicious alien beast known as a Vornicarn hatches on Earth, the alien huntress Sta'abi arrives searching for it.

My work: Keyframe animation.

Software: Maya.



Sheldon's Shack: This piece was created while studying with iAnimate, Workshop 3 Biomechanics. The aim was to show a character dealing with an external weight in an entertaining situation.

My work: Keyframe animation, most prop rigging, modelling and texturing. Sheldon rig and some props provided by iAnimate.

Software: Maya and Photoshop.



Birds Eye - Steam Fresh: This was part of a 15 second TV advertising campaign.

My work: Keyframe animation, rig polish and assessment including facial and hands rigging.

Software: Maya