

Harry Porudominsky
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Character Animator

Reel Breakdown

Green Lantern (Movie) – Flying from Parallax (2 shots)

Responsible for animation on Green Lantern, as well as the asteroid field.

Falling Skies (TV) – Skitter Attack

Responsible for animation on the alien creature.

Kinectimals (Video Game Cinematics) – Rabbit Chase

Responsible for animation on both animals, as well as layout and camera.

Green Lantern (Movie) – Green Lantern with Tomar-Re

Responsible for animation on Tomar-Re, the creature on the right.

Bunraku (Movie) – Street Fight

Responsible for character animation and modeling. This was part of the introductory short from the film.

Green Lantern (Movie) – Green Lantern In The Hanger

Responsible for animation of neck and mask to match performance, as well as all the limbs and muscles in CG body. From **Green Lantern**.

Green Lantern (Movie) – Great Hall

Responsible for animation of many of the aliens in the midground, particularly the one-eyed creature behind and to screen left of Green Lantern and the rock-like creature on screen right. For this sequence in the film, I was one of two animators tasked with animating this set of over twenty aliens behind Green Lantern and Tomar-Re.

Green Lantern (Movie) – Green Lantern with Tomar-Re (continued)

Johnny And The Dream Machine (Movie Pitch) – Seduction of Johnny (3 shots)

Responsible for all character animation and cameras.

Target (Commercial/TV) – Building a Better Bullseye

Responsible for animation of the girl with the clipboard, the guy on bike, the girl with the fan attached to her belt, the man on the crane, as well as the crane itself, and the bananas being lifted. Also responsible for final layout.

Johnny And The Dream Machine (Movie Pitch) – Crawdad escape (3 Shots)

Responsible for all character animation and cameras.

Animation Mentor Assignments

Suitcase on Stairs, **Dr. Capt. Morgan**, and **Bench Guy** were assignments from my studies at AnimationMentor.com. All work is mine.

Johnny And The Dream Machine (Movie Pitch) – Johnny's Fall

Responsible for all character animation, layout, and cameras.