Harry Porudominsky - 2021 Reel Breakdown

New Fantasyland - Mirada (App / Web)
Maya - Camera Animation
Animated cameras for several shots introducing each area of Disney's new Fantasyland park.

Falling Skies - Zoic Studios (TV)
Maya - Creature Animation
Animated the skitter, a multi legged humanoid creature.

Green Lantern - Sony Pictures Imageworks (Film)
Maya - Character / Creature Animation
I was responsible for animation on all of the midground characters below the background cliff.

Google Playmoji - Framestore (App)
Maya - Mocap Cleanup
Animated Thor as an augmented reality character for a Playmoji pack for Android phones.

Kinectimals - Rhythm & Hues (Game Cinematic)
Maya - Creature Animation
Animated the cat and crab for an in-game cinematic.

Wasted Explainer - Shadow Estate (Web)
Modo, After Effects - All Aspects
I directed, shot, modeled, rigged, animated, textured, composited, edited and even voiced this explainer done directly for my client, Wasted, a startup creating a system to broker garbage collection. I was responsible for everything in this clip except for a few of the practical background cardboard models.

Tommy and the Dream Machine - Snoot Entertainment (Film)
Maya - Character Animation
All character animation for the characters in these shots.

Donkey Live! - Super 78 (Theme park / Interactive)
Maya, MotionBuilder - Character Animation
I did all the animation in this shot. Facial animation during this sequence is controlled by an offstage puppeteer playing Donkey. After this dance, the puppeteer would take control, firing off canned animations and puppeteering the head and face.

Battle For Terra - Snoot Entertainment (Film)
Maya - Character Animation
Responsible for all character animation.

Star Wars Kinect - Rhythm & Hues (Game Cinematic)
Maya - Character Animation
Responsible for all character animation.

Bunraku - Snoot Entertainment (Film)
Maya, Modo - Character Animation, Modeling
1st shot: I animated the two fighters. I also modeled their clothes and corrected the original character models.

2nd shot: I modeled and animated these hands. From the opening short for the film which was cut.

Prevacid "Summertime" - Mirada (Commercial)
Maya - Character Animation
Animation for all character animation except the background characters on the beach.

Target "I Will" - Mirada (Commercial)
Maya - Character Animation, Camera TD
I was responsible for all character animation, as well as the camera rig that was driven by the live action camera motion.

Green Lantern - Sony Pictures Imageworks (Film)
Maya - Character Animation
In the first shot, I animated Tomar-Re, the alien on screen right. In the second shot I was responsible for the animation of Green Lantern and the asteroids.

Target "Build a Better Bullseye" - Mirada (Commercial)
Maya - Character Animation, Camera Animation
I was responsible for the woman with the clipboard, the man on the stationary bicycle and the woman with the fan on her belt. I also worked on the camera path, originally created by another artist.

Whitebox - DIRECTV (Presentation / Commercial / Interactive)
Maya, Modo, Touchdesigner, After Effects - Direction and all production except rigs and motion graphics
Whitebox is a prototyping and presentation platform I created mostly for presenting a vision of the future for the company, and was a mix of individual projects sharing assets. These shots were part of an interactive experiential demo, an internal commercial, and a large format onstage presentation.

Without a Paddle: Nature's Calling - Amalgamated Pixels (Film)
Project:Messiah - Character Animation
I was responsible for all animation in this shot. This project required me to relearn Project:Messiah, a basically defunct bit of animation software that had started life as a plugin for Lightwave.

Student Work - Animation Mentor
Maya - Character Animation
I was responsible for all animation in this shot.

Digital Principles - DIRECTV (Commercial)
Modo - All aspects except background
I modeled, rigged, and animated the stickfigure characters.

Wasted Explainer - Shadow Estate (Web)
Modo, After Effects, Premiere - All Aspects
I directed, shot, modeled, rigged, animated, textured and composited everything but some of the practical cardboard models in this shot.