

# Arielle Steele – Animation Reel Breakdown

May 2024 3D Character Animation Reel

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## “Wish” Shot

Animated for the 2023 feature film, *Wish* (animated the three characters in the bubbles for this shot)

» Completed July 2023

» 0:18 seconds, animated in Maya

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## Walt Disney Animation Studios – Trainee Shots (3)

Dialogue, walk cycle integration, and pantomime pieces using assets from *Encanto*

» Completed works compiled February 2023

» 0:07 seconds, 0:06 seconds, and 0:10 seconds respectively, animated in Maya

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## Catatouille Shot

Personal work

» Completed May 2024

» 0:05 seconds, animated in Blender

## “Surface Deep” Shot

Selection from independent student short *Surface Deep*

» Completed October 2021

» 0:10 seconds, animated in Maya

## Pokémon Horizons Shots (2)

Personal work based on Pokémon Horizons (also responsible for camera layout, toon shading, modeled/rigged trainer model, rigged Pikachu, 2D FX animation, modeled environment, composited stylized render)

» Completed February 2024

» 0:05 and 0:12 seconds, animated in Blender

## Charizard Akira Slide Reference Shot on End Card

Vertical slice from more of my personal Pokémon Horizons work (*see above*) meant to reference the famous Akira slide

» Completed March 2024

» 0:03 seconds, animated in Blender

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