

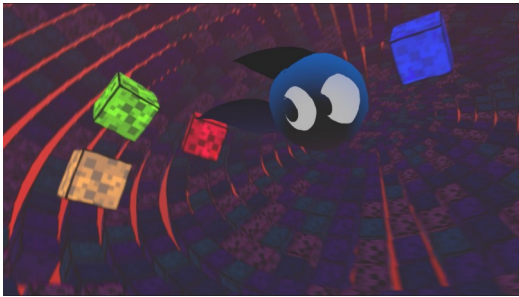
## 2024 Showreel Breakdown | hannguyenart.com

Featuring personal and student work from 2022-2023

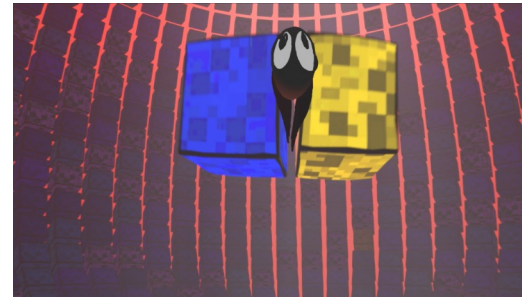
### Film: Candy Candy Revolution

This was an individual project with the goal of animating to sound. In 6 weeks I designed the project from the ground up, backgrounds are generated and animated in MASH, camera movements were refined and the 2D character animated in Toon Boom and composited in Nuke to incorporate it into the environment. Made in consultation with my studio instructor, incorporating feedback with short turnover.

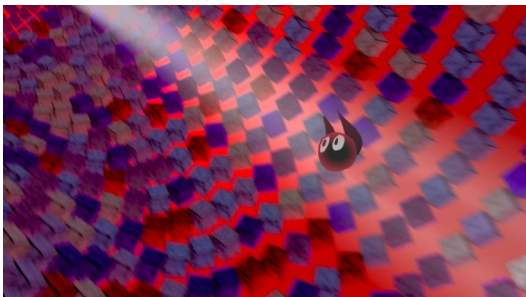
- + character and CG animation
- + environment design (MASH)
- + layout and camera
- + lighting
- + composit and colour grade
- + render and edit



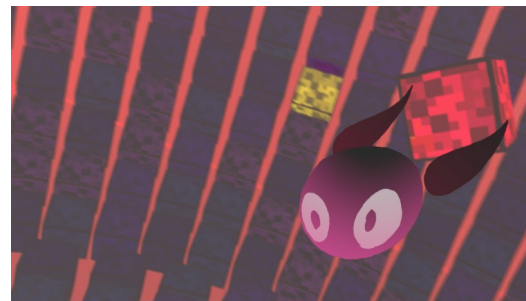
Shot 1



Shot 5



Shot 2



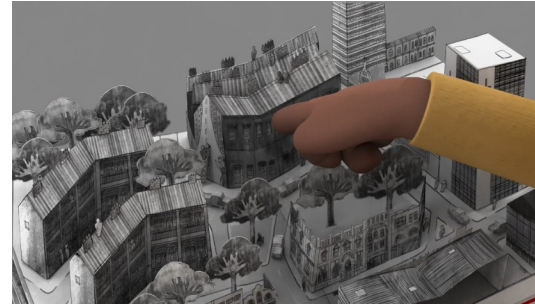
Shot 6

**Film: Layla's Journey (Welcome to Darlington)**

Team project where we pitched and won the opportunity to produce three short films for the podcast series Welcome to Darlington produced by Impact Studios. I was the producer for all three films, and creative lead for this film, Layla's Journey. I became background texture artist for all three films, set up camera projection for textures, and also contributed to animation and compositing. Made in consultation with the client and our instructing supervisor.



- Shot 3
- + BG design, layout, texture
  - + compositing
  - + camera
  - + edit



- Shot 8
- + prop design, texture
  - + character animation
  - + camera
  - + compositing
  - + edit



- Shot 7
- + prop design, texture
  - + character animation
  - + camera
  - + compositing
  - + edit

**Film: In Darkness**

Capstone project designed and produced in 12 weeks with a collaborator. I made the concept art for the film, as well as the storyboards and narrative direction. In production, I assisted with modelling, rigging and Arnold textures, provided layouts and animation of character, camera, and assets. Afterwards I handled the rendering and compositing, basing the final look of the shots on my partner's test renders.



Shot 4  
+ animation (character and prop)  
+ composit  
+ layout (MASH)  
+ render



Shot 10  
+ layout  
+ composit  
+ edit



Shot 9  
+ composit  
+ render  
+ edit

**Film: Merry's Interview**

This film was a character performance exercise, where I designed and produced the entire sequence by myself. I was able to incorporate feedback from my instructor on layout, acting and animation. Uses Renderman and Advanced Skeleton.



Shot 11