








Erik Van Horn

Demo Reel Breakdown 2009

	Title	Software	Contribution
	Audio: "Pants"	Pro Tools	Everything
	Logo	Avid DS, Maya, Illustrator, Premiere, After Effects	Everything
	Models, Rigs and Textures	Maya, Mental Ray, Photoshop, ZBrush, Mudbox, Headus UV Layout	Everything
	Animations	Maya	Character Animation, Layout
	Game Art	3dsMax, UnrealEd, Maya, Deep Paint 3D, Body Paint, Photoshop, Gamebryo	Character & Environment Design, Modeling, Rigging, Animation, and Texturing for Game Engine Assets



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	Layout, Lighting, Previz, FX	Maya, Mental Ray, Houdini	Everything: Layout/Previz with low-poly proxy geometry, Basic Light Rigs, Particle Systems & Pyrotechnics in Houdini
	Compositing, Motion Graphics, Editing	After Effects, Shake, Flame, Photoshop, Maya, Painter	Everything

See also www.erikvanhorn.com for a portfolio showcasing Character Design, Environment Design, Storyboarding and Visual Development