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Shotlist | Descriptions of Work

Sam's 475th: This short film is part of my MFA thesis work. I am responsible for all aspects of the film production. The main character is modeled with polygons. The character rig has IK/ FK switches for the arms, legs, spine and neck. A MEL generated GUI is used to animate and key frame facial expressions.

Buzz Bombs: This is an asset for my MFA thesis film. A hero prop rigged with procedural animation controls. Expressions drive bomb turbulence values and follow the leader animation.

Sweet Rewards: This short film was a collaboration between me and 3 computer science engineering students. I was responsible for story development, animatics, models, rigs, shaders, lighting, camera, rendering and compositing.

Spliced: This short film was a collaboration between me and 6 other ACCAD students. I was responsible for modeling the characters body and bringing together all other character assets to generate a rig. I also created a GUI to animate and key frame facial expression and body morphs.

The Planted: This short film was a collaboration between me and 2 art and tech students. I was responsible for storyboards, art direction, layout, modeling, rigging, cameras, rendering and compositing. I shared the responsibility cleaning, editing and fixing motion capture data.

Models:

Praying Mantis	A Polygon based model done for a form visualization project.
Food Processor	A Nurbs based model done for an industrial design project. Responsible for modeling, shading and lighting.
Angle Grinder	A Nurbs based model done for an industrial design project. Responsible for modeling, shading and lighting.