



Jeremy Siew

Animation • Visualization • Illustration

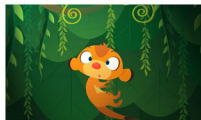
jersiew99@hotmail.com 415 - 264 - 6353 www.fuzzeesock.com

Animation Reel 2014 Shot Breakdown



1. (0:00 – 0:05) - Jeremy Siew Title Slate

I modeled the character in 3DS MAX & animated it with the visual effects in After Effects. I composited pre-rendered smoke and ambient effects & distorted everything to fit my logo.



2. (0:05 – 0:15) - Meerkat Animation

For Duck Duck Moose (2013)
This was a test animation for children's educational app developer, Duck Duck Moose. Original art supplied by Duck Duck Moose. I animated everything in After Effects.



3. (0:15 – 0:22) - MIA Robot Night Scene

Personal Project (2006)
I animated & composited hand-painted snow, fog, lights & atmospheric effects in After Effects. I designed the characters & did the modeling, texturing, lighting & rendering in 3DS MAX. Additional post production lighting was painted in Photoshop.



4. (0:22 – 0:25) - BIFC Title Sequence (Bund International Finance Center)

Client: AECOM (2012)
Main Roles: Director • Story Artist • FX Animator on all BIFC sequences.
I Designed, created & choreographed all motion graphics & animated them in After Effects.



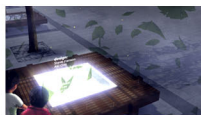
5. (0:25 – 0:30) - BIFC End Credits

Client: AECOM (2012)
I Designed, created & choreographed all motion graphics & animated them in After Effects. I also animated all transitions, special effects and did all the compositing.



6. (0:30 – 0:53) - BIFC Transitions, Lantern Festival Rendering & Concept Animations

Client: AECOM (2012)
I used ink blot video footage to create the fluid transitions in After Effects. I created the night shot rendering in Photoshop. All animations were done in After Effects.



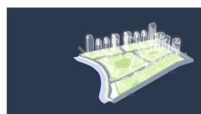
7. (0:53 – 1:00) - Zhuji Old Town End Credits

Client: Greentown (2012)
Main Roles: Director • Story Artist • FX Animator • Lead Artist.
I Designed, choreographed & animated this sequence in After Effects. For the falling leaves, I used pre-rendered stock footage to composite. I painted the lighting effects on the base rendering.



8. (1:00 – 1:04) - Zhuji Old Town Title Sequence

Client: Greentown (2012)
Main Roles: Director • Motion Designer • Animator.
I animated the titles in Premiere Pro using a combination of warp distort and lens effects.



9. (1:04 – 1:08) - Animated Graphic of 3D Buildings Growing

Client: AECOM (2007)
I animated all segments in 3DS MAX & did the lighting in After Effects. The animated graphic was used in an internal marketing corporate video.



Jeremy Siew

Animation • Visualization • Illustration

jersiew99@hotmail.com 415 - 264 - 6353 www.fuzzeesock.com

Animation Reel 2014 Shot Breakdown



10. (1:08 – 1:20) - Zhuji Cultural Plaza Seasons Change

Client: Greentown (2012)
Main Roles: Director • Animator • Lead Artist
I lit the scene in Photoshop & animated everything in After Effects.
I also composited stock footage of falling leaves multiple times to simulate movement.



11. (1:20 – 1:25) - Wuxi Canal Boats

Client: Greentown (2010)
Main Roles: Director • Animator • Lead Artist
I rigged & animated the boats & boatmen in After Effects.
I also composited footage of moving water in the canal to simulate movement.



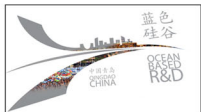
12. (1:25 – 1:38) - Zhuji Reflecting Pool & Fountain Show

Client: Greentown (2012)
Main Roles: Director • Animator • Lead Artist
After creating the renderings, I animated the water in the reflecting pool
and simulated the fountains in the night plaza shot using After Effects & Photoshop.



13. (1:38 – 1:44) - San Francisco Ocean Beach Vision - Titles & Credits

Client: AECOM / San Francisco Public Utilities Commission (2012)
Main Roles: Director • Motion Designer • Animator • Story Artist • Sound Editor
I designed the graphics & animated all sequences in Premiere Pro.
I also used Gen Arts SAPPHIRE to create the “old film” look & feel.



14. (1:44 – 1:52) - Qingdao Blue Silicon - Title Sequence

Client: Greentown (2013)
Main Roles: Director • Animator • Lead Artist
I animated everything in After Effects. All layers prepped in Photoshop.



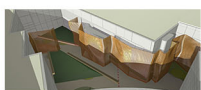
15. (1:52 – 1:58) - Wuxi Fly-Through End Sequence

Client: Greentown (2010)
Main Roles: Director • 3D Animator • FX Artist • Story Artist
I directed & created all 3D camera movements in 3DS MAX. I also did post-production lighting,
color correction & lens effects in Premiere Pro. (3D rendering by Transparent House)



16. (1:58 – 2:06) - Zhuji #37 End Credits

Client: Greentown (2013)
I designed the shots & motions & created everything in After Effects.



17. (2:06 – 2:10) - Animated Shadow Study

Client: El Camino Hospital (2009)
I created everything & animated the shadow study in 3DS MAX.



18. (2:10 – 2:15) - San Francisco Westside Sewage Infrastructure

Client: San Francisco Public Utilities Commission (2011)
I created all animations in After Effects using layers from Photoshop.



Jeremy Siew

Animation • Visualization • Illustration

jersiew99@hotmail.com 415 - 264 - 6353 www.fuzzeesock.com

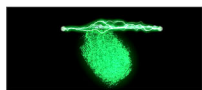
Animation Reel 2014 Shot Breakdown



19. (2:15 – 2:19) - San Francisco Ocean Beach Vision – Sand Nourishment

Client: San Francisco Public Utilities Commission (2012)

I simulated the sand with particles using Gen Arts Monsters GT plug-in in After Effects.



20. (2:19 – 2:23) - Thumbprint Scan Sequence

Client: AECOM (2009)

I created & animated the laser scanning in After Effects.



21. (2:23 – 2:25) - Suzhou Night Fountain Simulation

Client: AECOM (2010)

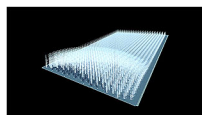
I created, textured & animated the fountains using 2D placards in 3DS MAX.
I also created the lighting & animated the scene in After Effects.



22. (2:25 – 2:35) - Qingdao Paving Concept Diagram

Client: Greentown (2011)

I designed the motion sequences to explain our designers' paving concept.
I created the fly-around animation in 3DS MAX & animated everything else in After Effects.



23. (2:35 – 2:39) - Wave Fountain Simulation

Client: Greentown (2009)

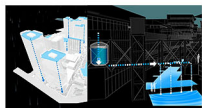
I created the fountain jets using 2D planes in 3DS MAX. I then bounded the jets to a grid & used the Displace Modifier to simulate wave motion by rolling oval geometries underneath to displace each fountain vertically.



24. (2:39 – 2:41) - Water Caustics on The Wall

Personal Project (2006)

I created everything in the scene including lighting & camera movement in 3DS MAX.
I used an animated texture map to project caustics from the water.



25. (2:41 – 2:51) - Water Collection Diagram

Client: AECOM (2013)

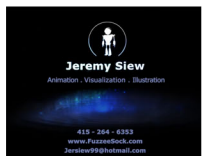
I prepared all layers in Photoshop before animating everything in After Effects.
I used Gen Arts Monsters GT plug-in to animate all water droplets, rain, and puddle movements.



26. (2:52 – 3:00) - Hookum – Stop Motion 16mm Film Animation

Personal Project (2000)

I created everything including the story concept on this 1 minute short.
I built the sets & characters using found materials like cork, picture frame hooks, aluminum foil, bass wood & foam core. I used plasticine for the ground.
The animation was filmed using 16mm film on a Bolex camera.



(3:00 – 3:09) - END – Contact Info