

SENG LAU

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CHARACTER ANIMATOR

REEL BREAKDOWN

[IN ORDER OF APPEARANCE]



“The Machines Are Alive [2009]”

Work: Character Animation, Props, FX and Lighting

Software: Maya and After Effects

Created At: Personal Work, Vancouver, BC, Canada



“Speak Softly... [2009]”

Work: Character Animation, Props, and Lighting

Software: Maya and After Effects

Created At: Personal Work, Vancouver, BC, Canada

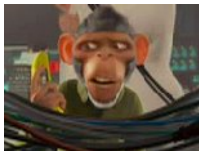


“Space Chimps [2008]”

Work: Character Animation

Software: Maya

Created At: Vanguard Animation, Burnaby, BC, Canada



“Space Chimps [2008]”

Work: Character Animation for Both Chimps and Large Scientist

Software: Maya

Created At: Vanguard Animation, Burnaby, BC, Canada



“Space Chimps [2008]”

Work: Character Animation

Software: Maya

Created At: Vanguard Animation, Burnaby, BC, Canada

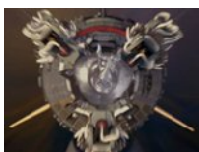


“Space Chimps [2008]”

Work: Character Animation

Software: Maya

Created At: Vanguard Animation, Burnaby, BC, Canada



“Space Chimps [2008]”

Work: Ship Animation

Software: Maya

Created At: Vanguard Animation, Burnaby, BC, Canada



“Space Chimps [2008]”

Work: Character Animation

Software: Maya

Created At: Vanguard Animation, Burnaby, BC, Canada



“Space Chimps [2008]”

Work: Character Animation

Software: Maya

Created At: Vanguard Animation, Burnaby, BC, Canada



“Botbot Robo Bash [2007]”

Work: All Visual Elements

Software: Maya, XSI, After Effects and Photoshop

Created At: Capilano University, North Vancouver, BC, Canada