

Sravan Kumar Nunna

Character/Creature Animator

BREAKDOWN SHEET

Experience at Weta Digital

Working with few of the best talents in the field at Weta, I have learnt a lot and grown as an artist in many aspects. My experience was enriched by animating different styles of projects which allowed me to play with different technologies and approaches. The spectrum of work ranged from fully key-framed to mocap-based animation with interesting characters and creatures.

Shows like Alvin and the Chipmunks and Mortal Engines were a ton of fun with acting out our own references and completely key-framing the animation and the fun of animating giant creatures destroying cities never gets old, like in Rampage.

I also had a profound experience with realistic shows like the War for the Planet of the Apes with a lot of Mocap input and the Big Friendly Giant with a partial mocap but a lot of freedom to experiment.

Reel breakdown

The following reel showcases the highlights of my work done at Weta Digital from 2015-2018 and the breakdown is as follows:

Video Link - <https://vimeo.com/285368340>

Duration	Project	Shot Description
0:00 - 0:10	The BFG	Started with very crude mocap but ended up with Fully key-framed animation
0:11 - 0:18	Alvin and the Chipmunks	Fully key-framed animation for Alvin
0:19 - 0:24	Rampage	Fully key-framed animation for the Giant Crocodile
0:25 - 0:31	Rampage	70% Mocap + key-frame animation for the Gorilla George

* Continued...

Duration	Project	Shot Description
0:32 - 0:34	Rampage	Fully key-framed the Gorilla George
0:35 - 0:48	Alvin and the Chipmunks	Fully key-framed Alvin, Simon and Theo
0:49 - 0:56	War for the Planet of the Apes	Fully key-framed Bad Ape
0:57 - 1:02	War for the Planet of the Apes	Combination of Mocap & key-Frame 50/50
1:03 - 1:06	War for the Planet of the Apes	Fully key-framed animation for Ceaser
1:07 - 1:21	The BFG	70% mocap + key-frame for both characters
1:22 - 1:33	The BFG	The Giants and Helicopters are fully key-framed, The BFG & Sohpie are 70% mocap
1:34 - 1:51	Alvin and the Chipmunks	Fully key-framed all three characters
1:52 - 1:56	Rampage	Fully key-framed the Gorilla Pavo
1:57 - end	Alvin and the Chipmunks + Old reel snippets	Fully key-framed

* facial animation has always been key-framed regardless of with or without mocap for bodies.

