

Grant Cerulo

Fall General Demo Reel, 2009

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Breakdown

1. **Short film, "Tower 37"** - Lighting, texturing, compositing, and rendering using Pixar's Renderman.
Hampshire College. Department of Cognitive Sciences 2007
Software used: Maya 2008, Shake

Awards:

[Student Prize Nominee - SIGGRAPH Computer Animation Festival](#)
[Founder's Award - SENE Film, Music, and Arts Fest](#)
[Audience Award: Best Animated Film - SENE Film, Music, and Arts Fest](#)
[Best Animation - Humboldt Film Festival](#)
[Best Animated Short - Newport Beach Film Festival](#)
[Best in Show - MOTION Film Festival](#)
[Best Animation - MOTION Film Festival](#)
[Honorable Mention, Best Screenplay - MOTION Film Festival](#)
[Honorable Mention, Best Audio Design - MOTION Film Festival](#)
[Special Jury Award - USA Film Festival](#)
[Student Animation First Place - Palm Springs International ShortFest](#)
[Best Animation Award - Route 66 Film Festival](#)

2. **PBS KIDS GO! "The Electric Company" Title Sequence-**

Studio: Plus et Plus.

What I did: Rotoscoping, Compositing, Motion tracking, 2D Animation, 3D character animation. & Pre-pro development.

Software used: Maya 2008, After Effects, Flash, Boujou.

3. **"Grill It! With Bobby Flay" Title Sequence-**

Studio: Plus et Plus.

What I did: Modeled and textured all 3D objects (Buildings, bridges, landmarks, environments, fish, peppers, etc). Animated and modeled several additional kitchen utensils for show-to-commercial bumpers

Software used: Maya 2009

4. *More shots from* **Short film, "Tower 37"** (See #1)

5. **Softsoap Commercial-**

Studio: Plus et Plus.

What I did: Pre-visualization in After Effects and shoot boards. 3D bottle Model (Nurbs/Polygon surfaces), bathroom pre-vis and modeling for live-action shoot, 3D Lines animation in Maya, 2D animation in AE

Software used: Maya 2008, After Effects, Flash

6. **"Platinum Babies" WeTV commercial-**

Studio: Plus et Plus.

What I did: Executed the commercial from board stages to final delivery. Modeled, textured, lit, animated, and rendered all 3D elements. Also composited render layers in AE

Software used: Maya 2008, After Effects

7. **Honda Concept pitch** - compositing, Animation. *Software used: After Effects*

Studio: Plus et Plus.

Software used: After Effects

8. **MTV afternoon Block-**

Studio: Plus et Plus.

What I did: Compositing in After Effects, Flash animation, color correction, Video editing in FCP. I was also put in charge of ensuring package delivery by the given deadlines, while receiving artwork from an additional freelance flash animator.

Software used: Flash, After Effects, Final Cut Pro

9. **Honda Concept pitch** - compositing, Animation. *Software used: After Effects*

10. MTV afternoon Block-

Studio: Plus et Plus.

What I did: Compositing in After Effects, Flash animation, color correction, Video editing in FCP. I was also put in charge of ensuring package delivery by the given deadlines, while receiving artwork from an additional freelance flash animator.

Software used: Flash, After Effects, Final Cut Pro

11. MTV VMA's 2009-

Studio: Plus et Plus.

What I did: Switching out various city locations/ brand names for a group of different spots to be aired in different states. Compositing in After Effects

Software used: After Effects

12. "Dinner Impossible" on Food Network-

Studio: Plus et Plus.

What I did: Rotoscoping main character in After Effects

Software used: After Effects

13. Short film, "Depot"-

Modeling, texturing, rigging, lighting, animation, Particle dynamics, compositing.

B.F.A. Thesis University of Massachusetts, Amherst. 2008

Software used: Maya 2008, After Effects

14. Internet video game, "Brink of Alienation IV."-

Produced, programmed, and designed the game my Junior year of college as a side project. Managed a team of artists. Won several internet awards and was sponsored by www.Newgrounds.com

Software used: Flash CS2, Photoshop CS2