

Erin Michael Gillgannon's DEMO-REEL  
egillgannon@yahoo.com

## SHOT LIST

1

### Excel Gum

Year: 2004

Category: Television Advertisement

Credit: **Stop-Motion Effects, Compositor and Animator**

Contribution: Animated arm; animated shrapnel; built background buildings; co-animated monkey face; composited shot

Client: Wrigley's

Studio: Headgear Animation Toronto

2

### UFC

Year: 2014

Category: Gen-4 - XBOX ONE & PS4

Credit: **Senior Lead Lighter**

Contribution: Devised and designed dynamic lighting animation system, directed baked lighting work flow, character materials, stadium photography, first game to be released using forward plus system.

Studio: Electronic Arts

3

### Shadowrun

Year: 2007

Category: Next-Gen XBOX 360 Video Game

Credit: **Lighting Artist**

Contribution: Lit complete game levels; designed and implemented post-processed elements to achieve vignetting, blurring, and blooming.

Technique: Dynamically lit using in-house engine. Post-processing designed using After-effects.

Studio: Microsoft - Fasa Studios

4

### Homefront

Year: 2011

Category: Next-Gen XBOX 360, PS3, PC Video Game

Credit: **Lighting Supervisor - Principal Artist**

Contribution: Unreal Lighting Pipeline; Cinematic Lighting; Polygon Modelling; Dynamic and Baked Lighting; Spherical Harmonics; Shader Effects; Color Balancing; Sky-Dome Creation; Character and Environment Lighting; Authored Color Story

Studio: THQ - Kaos Studios

5

### Sleeping Dogs

Year: 2012

Category: Next-Gen XBOX 360 and PS3 Video Game

Credit: **Lighting Artist**

Contribution: Create 24 hour Time of Day cycle; Dynamic and Baked Lighting; Spherical Harmonics; Shader Effects; Character and Environment Lighting.

Studio: Square Enix - United Front Games

6

**Scarface**

**Year:** 2008

**Category:** Next-Gen XBOX 360 and PS3 Video Game

**Credit:** Lead Lighter

**Contribution:** 24 hour Time of Day cycle; High-Res Surface Transfer for Directional Occlusion; Dynamic and Baked Lighting; Spherical Harmonics; Shader Effects; Color Balancing; Modelling; Sky-Dome Creation; Character and Environment Lighting; HDRI.

**Studio:** Activision - Radical Entertainment

7

**Barbie: Magic of Pegasus**

**Year:** 2005

**Category:** 3-D Computer Animated Film

**Credit:** Lighting Artist

**Contribution:** Environment and character lighting.

**Technique:** lighting and compositing in XSI Softimage

**Studio:** Rainmaker/Mainframe - Client: Mattel

8

**Barbie: Mermaidia**

**Year:** 2006

**Category:** 3-D Computer Animated Film

**Credit:** Compositing Supervisor and Colorist

**Contribution:** Lit scenes. Built master Compositing trees for my compositing team. Color graded the film using the Quantel EQ on-line suite. Analyzed Software and worked with vendors

**Technique:** lighting in XSI. Compositing in Digital Fusion 5. On-Line FX and Color Grading using the Quantel EQ system.

**Studio:** Rainmaker/Mainframe - Client: Mattel

9

**Stuart Little 3**

**Year:** 2004

**Category:** 3-D Computer Animated Film

**Credit:** Effects and Compositing Artist.

**Contribution:** Created several water elements such as water falls, water wakes, clouds, and fluid dynamic effects. General Compositing.

**Technique:** Particles and FX using XSI Softimage and Combustion.

**Studio:** Rainmaker/Mainframe - Client: Sony Pictures

10

**Scary Godmother 2: The Curse of Jimmy**

**Year:** 2005

**Category:** 3-D Computer Animated television Special

**Credit:** Effects Artist.

**Contribution:** 2d and 3d effects including particle explosions, spit, and warps. Final effects composited using Shake.

**Technique:** Particles and FX using XSI Softimage

**Studio:** Rainmaker/Mainframe

11

**Weber Grill**

**Year:** 2004

**Category:** Television Advertisement

**Credit:** Compositor and Maya Artist

**Contribution:** Built 3-D model of grill in Maya; composited entire ad; inked entire advertisement.

**Studio:** Headgear Animation, Toronto

**Client:** Avenue A, Chicago

12

**Excel Gum**

Year: 2004

**Category:** Television Advertisement

**Credit:** **Stop-Motion Effects, Compositor and Animator**

**Contribution:** Animated arm; animated shrapnel; built background buildings; co-animated monkey face; composited shot

**Client:** Wrigley's Studio: Headgear Animation Toronto

13

**PBS Kids**

Year: 2004

**Category:** Television Station Identification

**Credit:** **Compositor, Editor, Animator**

**Contribution:** Animated compiled stills of children; built and animated blocks in Maya; composited entire advertisement; applied textures to blocks; background design.

**Studio:** Headgear Animation, Toronto

**Client:** PBS America

14

**Jojo's Circus**

Year: 2003

**Category:** Television Series

**Credit:** **Animator and Compositor**

**Contribution:** Stop-Motion animation; Rig removal; motion tracking; light flicker adjustments; green screen removal, rotoscoping; set lighting.

**Studio:** Cuppa Coffee Animation

**Client:** Disney

15

**Hyundai, "Whatever, Whenever", & "City Life"**

Year: 2004

**Category:** Television Advertisement

**Credit:** **Stop-motion animation**

**Directors:** Michel & Olivier Gondry

**Studio:** Method Studios, Los Angeles

16

**Delaney and Friends**

Year: 1998

**Category:** Cel Animation

**Technique:** Drawing

**Contribution:** **Animation and coloring**

**Studio:** Delaney and Friends, Vancouver

17

**I, Universe**

Year: 1997

**Category:** Classical Animation

**Credit:** **Direction**

**Technique:** Brushed ink & airbrush on paper. Layers built in 3-D Studio. Edited with Premier.

**Awards:** Best Post Secondary Film and Best Animation – Cascadia Festival of Moving Images:  
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