

# Garrett Lewis

CG Animator

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## Game Reel: Demo Reel Breakdown

All scenes were animated in Maya

### **1.) Various Animations from Stan Lee's Hero Command**

Responsible for all animation, and dynamic simulations. I also rigged the Gnome Tank, Zombi Squash, and Zombi Boss. These are a collection of animations I was responsible for during production of "Stan Lee's Hero Command" by F84 Games and POW Entertainment.