

DAVID MALPICA 2010 DEMO REEL SHOT LIST

1. PERSONAL 2D ART (00:00 - 00:30)

- SERIES OF ACADEMIC NUDE AND CLOTHED LIFE DRAWINGS
- SERIES OF CONCEPT ART ILLUSTRATIONS FOR VARIOUS ACADEMIC PROJECTS: includes a series of game characters created around the Greek four elements concept.
- FLASH ANIMATION: Loop cycle with secondary animation of a bone golem.

2. PERSONAL 3D ART (00:31-02:00)

- HELENA: a dwarf character inspired by the movie Time Bandits.
- STAG BEETLE: an exercise in learning insect anatomy.
- VULGARIS: part of a series of models depicting an intelligent octopus, this uses a four legged and four armed exo-skeleton for heavy duty scavenging.
- MARGINATUS: part of a series of models depicting an intelligent octopus; this one uses a bipedal suit for scavenging.
- OCTOPUS: an exercise in learning octopus anatomy and locomotion.
- ABANDONED VICTORIAN HOUSE: modeled as a challenge in recreating architecture.
- MOTH GUNSHIP: vehicle design based on butterfly bionics.
- AEOLUS: model created for an academic game project around the elemental concept of wind.
- CARDIO: character model and props created for a cyber-punk game, in which players liberate themselves for "virtual reality" addiction.