Dillon Gu

1003 Westport Shore Dr, Houston, TX 77094, USA | Phone: (832) 878-1239
E-mail: dillon.w.gu@gmail.com | Website: www.dillongoo.com

Demo Reel Breakdown

01 Ionia: The Blood Moon (Jun - Oct 2013) *Individual project; League of Legends animation*
Original concept and story
- Directed and choreographed by me
- Modeling, texturing, rigging, animation, cloth simulation, particle effects, smoke simulation, lighting, compositing, and rendering were done in Blender
- Rendered with Cycles.
- Textures generated with CrazyBump, edited with Photoshop. Specific texture art created from scratch with Photoshop.
- Video editing, sound editing, and sound design done in Vegas

Ionia: The Blood Moon was a tribute to the characters in League of Legends, specifically two characters, Master Yi and Akali, in their native nation, Ionia. I wanted to do justice to the beautiful imagery Riot portrayed in some of their concept art, as well as work with a composer for original music (by J. Benjamin Scott aka Vedrim on Youtube).

02 Ionian Dojo (Jul 2013) *Individual project; Film asset for Ionia: The Blood Moon*
Original concept
- Modeling, texturing, lighting, rendering, compositing, and particle effects were done in Blender;
- Rendered with Cycles.
- Textures generated with CrazyBump, edited with Photoshop.

03 Akali, Fist of Shadow (Jun 2013*) Individual project; Film asset for Ionia: The Blood Moon*
Initial concept by Riot
- Modeling, texturing, rigging, animation, and cloth simulation were done in Blender
- Rendered with Cycles.
- Textures generated with CrazyBump. Specific texture art created from scratch with Photoshop.

04 NEXport Drone (Sep 2014) *Individual project; Film asset*
Initial concept by Matt Bell
- Modeling, rigging, shading, and animation done in Blender
- Rendered with Cycles.
- Done to show Colin Levy and Andrew Price an example of what I can do, but as relevant as possible to what they were looking for.

05 Robotic Arm (Sep 2014) *Individual project; Film asset*
Initial concept by Colin Levy
- Modeling, rigging, animation, and shading done in Blender
- Rendered with Cycles.
- Done to show Colin Levy and Andrew Price an example of what I can do, but as relevant as possible to what they were looking for.

06 Minecraft Chess in Real Life (Jul 2012) *Individual project; Camera Tracking exercise; Minecraft Animation*
Original concept
- Animated in Blender
- Rendered with Blender Internal.
- Camera tracking done in Blender.

07 Gods Don't Bleed (Aug 2012) *Minecraft fight animation*
Original concept and story
- Director and choreographer
- Camera work animated in Blender
- Texturing, animation, lighting, particle effects, and rendering done in Blender
- Rendered with Blender Internal
- Textures created in MS Paint
- Video editing, sound editing, and sound design done in Vegas.

Gods Don't Bleed was the first completed animation I worked on. I wanted to make an action animation with an air of moral ambiguity. Herobrine is a legend of godlike evil, but I wanted to portray him as a more relatable, human character. Also, fight sequences hadn't been done well in the past for Minecraft, so I thought I would take things into my own hands and make one.

08 Gods Don't Die (Sep 2014) *Minecraft fight animation; Sequel to Gods Don't Bleed*
Original concept and story
- Director and choreographer
- Texturing, animation, lighting, particle effects, and rendering done in Blender
- Rendered in Cycles
- Textures created in MS Paint
- Video editing, sound editing, and sound design done in Vegas.

Due to the huge success of Gods Don't Bleed (11 million views to date), I decided to make a sequel. This time, the mobs would be rebelling on a much larger scale. Gods Don't Die was created two years after the first one. I believe that visually I have improved drastically on animation quality and efficiency. I have also improved on lighting, rendering, and compositing. I maintained the relatability of Herobrine. To this day, still no other fight animation (at least in Minecraft animations) can compare to Gods Don't Bleed except for Gods Don't Die.

09 Zeratul, Dark Templar (Apr 2013) *Individual project; Character building exercise*
Initial concept by Blizzard
- Modeling, sculpting, texturing, rigging, animation, and cloth simulation were done in Blender;
- Rendered with Cycles.
- Exercise to practice building a character from concept art designs.