

# Reel Breakdown

## Will Muto

Technical Artist  
610.724.1449  
will.muto@gmail.com  
www.willmuto.com  
2015 Terry Ave. #401  
Seattle, WA 98121

### 01: Progress

#### Project Duration: 2 Weeks

This short explores human technological development and its relationship to nature. I did all animation and compositing.

**Software:** Created using 3D Studio Max for 3D models and animation, Adobe Flash for 2D animation, and Autodesk's Combustion for final compositing.



### 02: T-Day

#### Project Duration: 10 Weeks

Animation Short. I modeled and textured the environment and animated three scenes.

**Software:** Modeling and animation done in Maya, and final compositing performed in Nuke.

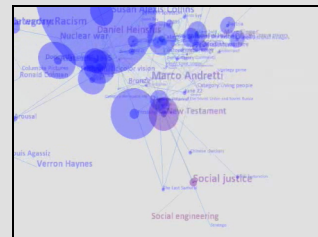


### 03: The Wikipedia Effect

#### Project Duration: 6 Weeks

This animation was created using data Wikipedia to generate 3D maps. I did all programming and animation.

**Software:** This animation was written in Processing (a derivative of Java), with camera work done in Maya and exported using a custom MEL script.



### 04: Multitouch Research

#### Project Duration: 2 years

This is a sample of my research in multitouch gaming. I contributed to the engine's multitouch input handlers and network protocol, built all necessary content scripts, database connectivity, and a web-based frontend.

**Software:** C++ (Microsoft Visual Studio), with X3D content and JavaScript scripting.



### 05: Wardrobe, Vivaty

#### Project Duration: 4 weeks

Wardrobe is a web-based tool I wrote for character artists for assembling and previewing avatar clothing for Vivaty's virtual economy.

**Software:** Written in PHP and X3D, with XML and SQL used as a data exchange format.



## 06: Rock Paper Scissors, Xbox

### Project Duration: 8 weeks

This is a mobile game that I developed to showcase a prototype multiplayer system.

**Software:** XNA application written for the Windows Phone in C#. I contributed gameplay code, as well as creating the all animations and environment models in Maya. UI designed in Photoshop and Flash. Also utilized my own avatar Maya pipeline scripts and previewer, as well as a custom crowd generation program.

