

# 2D Animation Reel – Jude Murro

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## Demo Reel Breakdown

**00:00 – 00:40 “MAD”**

**Freelance Composer - Bunko Studios Inc.**

For Cartoon Network’s Mad series, I aide in compositing animated sequences and artwork together to form each episode. With After Effects, in addition to compositing, I animate and manipulate provided artwork using a combination of puppeting and replacement. The following clips are pieces from past episodes that I was responsible for compositing, animating and outputting entirely on my own, while the majority of the show is divvied up between our team.

**00:40 – 01:06 Common Good Awareness Promo**

**Character Animator and Asset Designer Intern - Undefined Creative**

Character animation was entrusted to me in order to raise awareness of faulty practices of justice throughout the nation and also give life to characters guided by a narrator. I was also responsible for creating entirely new assets and characters within Illustrator. Animation was completed in After Effects.

**01:06 – 01:52 - “The Bum Cornelius” Personal Film**

Idea, story, artwork, animation, and final execution done by me. Music and sound effects created by Jon Salmon. Artwork, backgrounds, and animation done through Flash. Later compositing and cycles constructed in After Effects.

### **01:52 – 02:06 – “Untitled Mobile Intranet Web Promo”**

Clips correspond to the client’s desire to showcase an upcoming app providing ease of use company intranet management. Vector based assets created using Illustrator with animation and final output handled through After Effects.

### **02:06 – 02:15 - “Hogarth” Personal Exercise**

Hogarth, the main character, was designed by Nick Salvatore. Animation and layout were carried out by me. Hand drawn on paper and then scanned in for coloring. Composited and “aged” through After Effects.

### **02:15 – 02:19 "Jerry’s Toll" Personal Film**

These clips belong to my senior thesis film. Story, artwork, and animation completed by myself with aide in coloring handled by recruited underclassmen. Animation initially completed by hand on paper, then either scanned or shot into a digital format for photoshop coloring. Compositing and remaining touches performed in After Effects.

### **02:19 – 02:50 “Abaddon” Biblical Sequence**

Opening segments to senior thesis film, Abaddon, created by Brian Stevie. Post-apocalyptic suspense and Biblical end of day features require back story so that is where I came in. Provided with audio, images, and a script, I created this piece ground up in After Effects to illustrate Brian's opening monologue.