

MITCH GONZALEZ

Phone 952.215.5559
Email mitch.j.gonzalez@gmail.com

P r e v i s B r e a k d o w n

01 Shots from *Destiny*

Prologue Films (2013)

- > Supervised all animation for previs, layout, and final camera animation
- > All work was done using Autodesk Maya

02 Shots from *Noah*

Prologue Films (2012-2013)

- > Responsible for previs animation on creation sequence
- > Helped develop and test look of final animation for space, land, and creature's animation-look
- > All work was done using Autodesk Maya

03 Shots from *Jack the Giant Slayer*

Prologue Films (2012-2013)

- > Responsible for all previs on opening title sequence of the film including layout and final camera
- > All work was done using Autodesk Maya

04 Shots from *Chronicle*

Post Mango (January 2012)

- > Responsible for previs animation and camera
- > All work was done using Autodesk Maya