Eric Kunzendorf 2026 Animation List

Inthebalance...wanting

2025 1920x1080 Runtime: 5:26 Music by Kevin Macleod
Adobe Photoshop, Autodesk Maya, After Effects Premier, Illustrator

We say we weigh our choices, but how do we really? Our choices have consequences that define our future, but how can we have all the information we need to make choices when our lives are so limited. Time and death circumscribe the tapestry of our lives, yet we must choose despite such limits on our understanding. Relationships end with a word leaving us to wonder how our lives are buffeted in the resulting storm.

Animation Demo Reel 2024

2024 1920x1080 Runtime: 6:10 Music by Kevin Macleod
Adobe Photoshop, Premier, Illustrator

This reel represents work that I've done for exhibition in festivals as well as a healthy sampling of work I've produced as examples for my modeling, animation and rendering classes. NOTE: Most of these clips have been accelerated in editing for pacing purposes. Please see the reel and the breakdown here.

eternityintheirhearts

2024 1920x1080 Runtime: 6:10 Music by Kevin Macleod
Adobe Photoshop, Premier, Illustrator

Ecclesiastes 3:11 reads “He has also set eternity in the human heart; yet no one can fathom what God has done from beginning to end.” (NIV) But it can also be translated as “but he has also placed ignorance in the human heart so that people cannot discover what God has ordained from the beginning to the end of their lives.” (New English Translation) Interestingly, “ignorance” can also be interpreted as “darkness.” This verse provided the inspiration for the work.

Animation Demo Reel 2022

2022 1280 x 720 Runtime: 2:07 Music by Kevin Macleod

This reel represents work that I've done for exhibition in festivals as well as a healthy sampling of work I've produced as examples for my modeling, animation and rendering classes. See the web page for reel breakdown.

datastreamimagination

2019 1920x1080 Runtime: 6:10 Music by Kevin Macleod
Adobe Photoshop, Premier, Illustrator

datastreamimagination is a fusion of data and imagination that finds its expression through the streaming medium of animation. Both a noun and a verb, the idea of stream can be thought of as expressing the entire work at once. But it may also be synonymous with the act of playing or "streaming" the work for an audience. The narrative interrogates ideas of building complexity from simplicity, destruction being necessary for creation, imagination overcoming even death and opposites giving form to each other.

Pip: The Science of...Sea Turtles

2016 1920 x 1080 Runtime: 2:10
Maya, Mental Ray, Premier CC 2016, After Effects CC 2016

Please fast forward to 19:30 for animation. I modeled, rigged, textured, animated, rendered and composited the story of Pip for this video. Dr. Anthony Ouellette directed and produced the project, and I worked in collaboration with him as well as other faculty and staff from Jacksonville University.

Pluralsight Course Reel

2016 1280 x 720 Mixamo Fuse Basic, abAutoRig.mel, Maya, Mudbox, Mental Ray, Audacity, Premier CC 2015, Photoshop CC 2015

This reel represents the product of the first 10 courses I have produced for Digital Tutors/Pluralsight over the past 18 months. My Pluralsight authors page listing all the courses I have produced is here: https://www.pluralsight.com/authors/eric-kunzendorf

Lathe of God

2013 1280 x 720 Runtime: 7: 47 Music by Dr. Dennis Vincent Maya, Mental Ray, After Effects, Premier Pro

While lying in a hospital bed suffering from multiple pulmonary emboli, I reflected on nature of this life and our role in it. I began modeling on the grinders that make up the opening several minutes of the work. We are forged in the fires, smelters and forges of life to what end? I modeled and animated he assets for this animation in Maya and rendered it in Mental Ray over the spring and summer of 2012. Dr. Dennis Vincent composed and realized the music electronically specifically for this animation. Lathe of God is a 7 minute and 47 second

animation that I animated using Autodesk's Maya software. I created all models within Maya and rendered all the scenes using Mental Ray. I edited textures in Adobe Photoshop.

I composited the rendered frames and assembled the final edit in Adobe After Effects. Dr. Dennis Vincent composed the music in the Sebelius music editing package. This animation has appeared in the CitrusCel Animation Festival in Jacksonville, Florida as well as the Blue Plum Animation festival in Johnson City, Tennessee.

FVA 260 3D Modeling Example Reel

2012 1280 x 720 Runtime: 1:08 Maya, Mental Ray, 3D Coat, abAutoRig.mel
Reel Breakdown 00:03
Mavis Character Model
4205 faces unsmoothed 14725 smoothed
Autodesk Maya 2013
3DCoat-Sculpting and Texture Painting Rigged in Maya using Supercrumbly's abAutoRig MEL script (available at supercrumbly.com + Blendshapes in Maya.
Rendered in Maya Mental Ray with Final Gathering
Example character produced for my Basic, Intermediate and Advanced Computer Animation classes.
00:18
Inuit Whale Eagle Dish
3194 faces
Sculpting, Retopology and Texture painting 3D Coat
Rendering: Maya using Final Gathering. Sculpted as a class demonstration for learning 3DCoat. 00:33
MacGizmo
All NURBS model
Modeled in Maya 7.0
Vehicle created in NURBS as a NURBS modeling example for the book Mastering Maya 7. Textured with image map and procedural texture maps within Maya.
00:43
Lucky Helicopter Toy
Face count unknown
Modeled in Maya 7.0
Class example project for learning modeling in Maya.
00:53
Lift Animation |
iBrau character designed, modeled, sculpted, rigged and animated by me (and abAutoRig!) in Maya 2013. Also used ZvParentMaster.py python script (written by Paolo Domincini. Texture painting in 3DCoat.
Lift Animation for my Intermediate Computer Animation class.

Courage

2009 800 x 600 Autodesk Maya, Mental Ray Music by Dr. Dennis Vincent

Produced in collaboration with Dr. Dennis Vincent of the Jacksonville University Division of Music, the various parts of this animation served as a projected backdrop for a 20 minute collaborative performance by the divisions of Music and Theatre and Dance. The work was scored and the music electronically realized by Dr. Vincent and represented a modern interpretation of the Battle of Thermopylae.

I realized this animation using Maya's particle effects animation. Particle instancing, collision detection and goal animation provided the impression of many warriors attacking the small group of Spartans who were represented by the shields. The six- week production time didn't allow much time for variations.

The Secret Life of Netsuke

2004 640 x 480 Autodesk Maya, After Effects, Photoshop, Harmony Assistant

The Secret Life of Netsuke blends my interest in the art of Netsuke carving with my passion for animation. Bidori the cut- tongue sparrow, a netsuke carving by Masanao of Kyoto, provides the model for the hero, who finds love and loss in the imaginary land of the netsuke.

Technically, the animation combines 3D graphics produced an rendered in Maya, art historical ukiyo-e prints by Hiroshige and hand-drawn elements created by me to tell this heart-warming story. I composited the elements in Adobe After Effects in DVD format. This animation took first place in the 2004 Southeastern Digital Arts Festival in Huntsville, Alabama.

Mime In a Box

2000 640 x 480 Lightwave, Premier, Photoshop, SoundEdit, Harmony Assistant

The popular mime routine takes a macabre turn in this animation short. Created as an example animation for my 3D animation class at the Atlanta College of Art, this work has appeared in the *2000 SIGGRAPH Computer Animation festival*, the *Eyedrops* show on TechTV and the commercial DVD *Computer Animation Journeys.*