

## Eric Parsons

2233 Bristlecone Drive, Richmond, CA 94803 | 916.220.4543 | EricCParsons@gmail.com | ericparsons.art

### Shot List

A breakdown of the shots in my reel and what my responsibilities on them were.

The music is "Empty Streets" from *Sam & Max Save the World Remastered* by Jared Emerson-Johnson, Bay Area Sound, and Skunkape Games.

#### *Sam & Max Save the World Remastered Trailer* - Opening Shot

**00:00**

- The first shot of the trailer for *Sam & Max Save the World Remastered* by Skunkape Games.
- I did the acting, blocking, and camera work in this shot, including matching the camera move in the "old" shot that is wiped away.
- Made in the Skunkape Tool using pre-made animations and animation blending.

#### *The Walking Dead* - Episode 1 Opening

**00:09, 01:19, 01:45**

- The opening sequence from Telltale Games' *The Walking Dead* Season 1 Episode 1. This scene introduced the main character Lee Everett and the first glimpses of the zombie plague.
- I was responsible for the cameras and acting from start to finish, as well as setting up the tiling road and the rear-view mirror effect. I was also the cinematic lead on this episode.
- Made in the Telltale Tool using pre-made animations and animation blending.

#### *Sam & Max Save the World Remastered* - Asylum Intro

**00:13**

- From Skunkape Games' *Sam & Max Save the World Remastered*. This scene introduced the antagonist of Episode 1. This scene got a lot of revision in the remaster, starting with this opening shot showing off the environment from angles that weren't in the original.
- I did all the staging, camera work, and acting in this sequence.
- Made in the Skunkape Tool using pre-made animations and animation blending.

#### *Game of Thrones* - Funeral

**00:19**

- From Telltale Games' *Game of Thrones* Episode 2. This was an emotionally heavy scene that closed out the episode.
- I was responsible for all the staging, cameras, and acting in this sequence.
- Created in the Telltale Tool using pre-made animations and animation blending.

#### *The Walking Dead* - Zombie Cop

**00:24, 00:43, 01:06**

- The second scene in Telltale Games' *The Walking Dead* Season 1 Episode 1. This sequence gave the player their first up-close interaction with a zombie.
- In this sequence I was responsible for the staging, cameras, and acting from start to finish, as well as the action elements. I was also the cinematic lead on this episode.
- Created in the Telltale Tool using pre-made animations and animation blending.

#### *Game of Thrones* - Tyrion

**00:29, 02:00**

- From Telltale Games' *Game of Thrones* Episode 5. This was a dialog-heavy scene and my goal for the scene was to feel like it would fit in stylistically with the cinematography of the show.

- I was responsible for the staging, cameras, and acting in this sequence from start to finish.
- Created in the Telltale Tool using pre-made animations and animation blending.

#### *Game of Thrones - Rodrik vs Gryff Fight*

**00:53**

- From Telltale Games' *Game of Thrones* Episode 6.
- I was responsible for the staging, cameras, and acting in this scene from start to finish, as well as incorporating the QTE elements.
- Created in the Telltale Tool using pre-made animations and animation blending.

#### *Tales from the Borderlands - Athena Chase Action Sequence*

**00:56, 02:07**

- From Telltale Games' *Tales from the Borderlands* Episode 2.
- I was responsible for the staging, cameras, and acting in this scene from start to finish, as well as incorporating the QTE elements.
- Created in the Telltale Tool using pre-made animations and animation blending.

#### *Game of Thrones - Red Wedding Action Sequence*

**01:00, 01:52**

- The opening action sequence in Telltale Games' *Game of Thrones* Episode 1. This scene started off the season, introducing players to a main character, the gameplay style, and tying in to a well-known event from the show.
- I was responsible for the staging, cameras, and acting in this scene from start to finish, as well as incorporating the QTE elements.
- Created in the Telltale Tool using pre-made animations and animation blending.

#### *Tales from the Borderlands - Suspended Animation*

**01:04**

- From Telltale Games' *Tales from the Borderlands* Episode 2.
- I was responsible for camera and acting polish in this scene after another artist did the first pass.
- Created in the Telltale Tool using pre-made animations and animation blending.

#### *Tales from the Borderlands - Vallory Introduction*

**01:09**

- From Telltale Games' *Tales from the Borderlands* Episode 3. This scene introduced one of the season's major antagonists.
- I was responsible for the staging, cameras, and acting in this sequence from start to finish.
- Created in the Telltale Tool using pre-made animations and animation blending.

#### *Sam & Max Save the World Remastered - Walking Shots*

**01:26**

- These shots are from throughout the episodes of *Sam & Max Save the World Remastered* by Skunkape Games. One of my tasks for the remaster was to improve the cameras for when the player is walking around the scenes.
- I was responsible for the gameplay cameras in these scenes and the rest of the game.
- Made in the Skunkape Tool.

#### *The Walking Dead - Zombie Boy*

**01:36, 02:03**

- From Telltale Games' *The Walking Dead* Episode 4. This was an emotionally-heavy scene that used the presence of a child zombie to explore the emotional state of the characters.
- I was responsible for the staging, cameras, and acting in this sequence from start to finish.
- Created in the Telltale Tool using pre-made animations and animation blending.