

## REEL BREAKDOWN // LAURA QUINN GEYER

00:00 Honda - from the  
City to the Mountains

Studio: Nexus

My role: Previs (camera, animation, modelling) of entire sequence, and visual development of various cubes. Loved getting my head around this crazy logic puzzle

00:13 Coca-Cola  
– Tale of the Contour

Studio: Passion Pictures NYC

Director: Jon Saunders

My role: previs (camera, animation, modelling) for Arctic and Brazil scenes, painted colour scripts for whole commercial

00:19 Ubisoft - Prince of Persia (Animated  
Trailer)

Studio: Red Knuckles

Director: Lucas Durkheim

My role: sole previz artist (camera, animation)

00:53 Marvel's Ant-Man and the Wasp:  
Quantumania

Studio: The Third Floor

Supervisors: Peter McDonald & James  
Willingham

My role: shot creator (camera, animation) and overseeing sequences such as the Scott tower

01:00 Gorillaz - Garage Palace

Studio: Blink Ink

Directors: Noah Harris  
and Nicos Livesey

My role: previz (camera, key poses, modelling),  
painted colour scripts

01:02 Mowgli

– Legend of the Jungle

Studio: Painting Practice

VFX Art Director: Dan May

My role: Assistant to Dan May and previz  
(camera, animation, rough layout of the 3D set)  
of the monkey sequence in a small team.

01:07 Disney's

Beauty and the Beast

Studio: Painting Practice

My role: visual development and final sculpts of  
vaulted ceilings which were 3D milled, as  
assistant to Concept Artist Dan May.

01:10 Watership Down

Director: Naom Murro

Sequence Director: Dan May

Series Production Design:

Joel Collins

Studio: Painting Practice

My role: previs (camera, modelling, animation,  
editing) of the entire 4 episode Netflix mini-  
series, in a small team

01:16 Yakult – Forever Yakult

Production: Passion Pictures NYC

Directors: Sam Mason

and Jordan Bruner

My role: previs (camera, animation)

and final 3D layout

01:18 Legoland –

Get Ready for Fun

Studio: Electric Theatre Collective

My role: prevised (camera, modelling,  
animation) in a small team

01:25 George ezra - Gold Rush Kid Tour

Studio: Treatment

Creative Director: Damien Hale

My role: creating the visualiser for songs Get  
Away and Blame It On Me

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