

Reel Breakdown // Laura Quinn Geyer

00:00:00 Honda - from the
City to the Mountains

Studio: Nexus Studios

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

00:20:07 Gorillaz - Garage Palace

Studio: Blink Ink

Directors: Noah Harris
and Nicos Livesey

My role: prevised entire sequence (camera, key poses, modelling), painted colour scripts

00:22:13 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.

00:27:08 Mowgli

– Legend of the Jungle

Studio: Painting Practice

VFX Art Director: Dan May

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

00:32:11 Black Mirror Metalhead

Studio: Painting Practice

Series Production Designer:
Joel Collins

My role: 3D visual development
of the Dog.

00:34:08 As Dusk Falls (Interactive Drama)

Studio: INT/Night

My role: previs of sequences (camera, key poses, editing) across first 2 episodes, in a small team, using Maya and Unity

00:36:13 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

00:48:13 Yakult – Forever Yakult

Production: Passion Pictures NYC

Directors: Sam Mason
and Jordan Bruner

My role: previs (camera, animation)
and final 3D layout

00:52:06 Stella Artois

– the life Artois

Production: Blink Ink

Directors: Stephen McNally
and Abbie Stephens

My role: creating the colour scripts and providing colour palettes for the 2D artists

00:54:14 Legoland –

Get Ready for Fun

Studio: Electric Theatre Collective

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

01:01:05 Lexus - Hoverboard

Production Company: Smuggler

Studio: Painting Practice

Production Designer: Joel Collins

My role: 2D/3D visualization of the skateboard park and board, provided model of board for 3D print.

01:03:23 Coca-Cola

– Tale of the Contour

Production: Passion Pictures NYC

Director: Jon Saunders

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

Laura Quinn Geyer
www.quinn.design
laura@quinn.design