

Kevin Clausen

3D Animator

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- 1) Two Person Take down
4 Seconds
Responsible for all Animation

- 2) Super Soldier Transition: Idle to Attack
6 seconds
Responsible for all Animation

- 3) Wake Run Cycle
5 seconds
Responsible for all Animation

- 4) Wake Walk Cycle
5 seconds
Responsible for all Animation

- 5) Sweep Kick
2 Seconds
Responsible for all Animation

- 6) Bat Sniper Idle
11 seconds
Responsible for all Animation

- 7) Kick Combo
4 seconds
Responsible for all Animation