alexisbambi.com

# ‘2026 DEMOREEL’ SHOT BREAKDOWNS

ALEXIS BAMBI LAYOUT PREVIS ARTIST
previs@alexisbambi.com

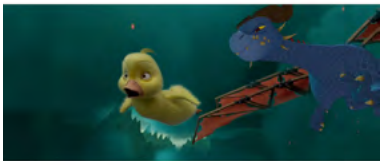
## I 00:00 - 00:29 | INTRO | 15 SHOTS

**Description:** Establishing shots, environmental staging, and smooth camera pacing.
**Layout detail:** Camera & Rough: lighting, animation, vfx.



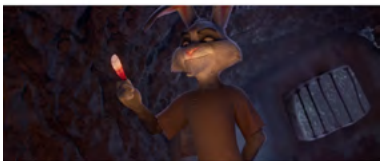
### 1 00:00 - 00:04 | CHICKENHARE 1

**Layout.**
**Additional Work:** Full set creation and environment staging.



### 2 00:05 - 00:07 | THE INSEPARABLES

**Layout.**
**Additional Work:** Full set creation and environment staging.



### 3 00:08 - 00:16 | CHICKENHARE 1

**Layout.**
**Additional Work:** Prop rough modeling and rigging.



### 4 00:17 - 00:18 | CHICKENHARE 2

**Layout.**



### 5 00:19 - 00:20 | THE INSEPARABLES

**Layout.**
**Additional Work:** Full set creation and environment staging.



### 6 00:21 - 00:22 | YUGLY

**Layout.**
**Additional Work:** Full set creation and environment staging.



### 7 00:23 - 00:24 | CHICKENHARE 1

**Layout.**
**Additional Work:** Full set creation and environment staging.



### 8 00:25 - 00:29 | THE INSEPARABLES

**Layout.**
**Additional Work:** Full set creation and environment staging.

alexisbambi.com

# ‘2026 DEMOREEL’ SHOT BREAKDOWNS

ALEXIS BAMBI LAYOUT PREVIS ARTIST
previs@alexisbambi.com

## II 00:30 - 00:44 | BUILD 1 | 11 SHOTS

**Description:** Technical versatility and grounded realism using targeted real-world references.



### 9 00:30 - 00:36 | VALORANT

**Previsualization.** Dynamic cameras (motion-design style). Final 3D camera animation for 2D layout animation.



### 10 00:37 - 00:42 | I LOST MY BODY

**Previsualization.** Last shot sped ud in the reel (x4).
**Additional Work:** 2D animation.



### 11 00:43 - 00:44 | THE INSEPARABLES

**Layout:** Camera, lighting, and character posing/animation.
**Reference:** Use of targeted real-world references (recreation of official chess matches: Giri/Carlsen, Gukesh/Liren, Karjakin/Dubov) to ensure spatial and tactical consistency.

## III 00:45 - 01:22 | ACTION 1 | 22 SHOTS

**Description:** Chase sequences and sliding/riding action.
**Layout detail:** Camera & Rough: modeling, lighting, animation, vfx.



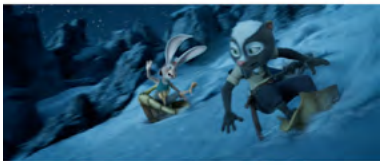
### 12 00:45 - 00:52 | CHICKENHARE 2

**Layout.**
**Additional Work**: Prop rough modeling, rigging (bow, arrow, and rope), full set creation.



### 13 00:53 - 01:02 | YUGLY

**Layout.**
**Additional Work:** Vehicle and crowd pacing.



### 14 01:03 - 01:10 | CHICKENHARE 1

**Layout:**
**Additional Work:** Full set creation and environment staging.



### 15 01:11 - 01:22 | THE INSEPARABLES

**Layout:** Sequence without storyboard.
**Additional Work:** Full set creation and environment staging.

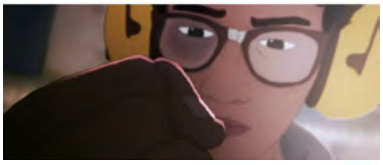
alexisbambi.com

# ‘2026 DEMOREEL’ SHOT BREAKDOWNS

ALEXIS BAMBI LAYOUT PREVIS ARTIST
previs@alexisbambi.com

## IV 01:23 - 01:50 | BRIDGE | 18 SHOTS

**Description:** Emotional camera work and layout facial animation.



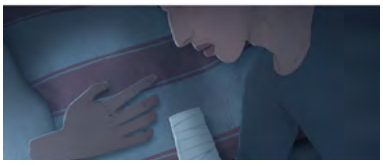
### 16 01:23 - 01:26 | I LOST MY BODY

**Previsualization.**



### 17 01:25 - 01:37 | YUGLY

**Layout.**
**Additional Work:** Full set creation.



### 18 01:31 - 01:39 | I LOST MY BODY

**Previsualization.**



### 19 01:40 - 01:46 | I LOST MY BODY

**Previsualization.**



### 20 01:47 - 01:50 | I LOST MY BODY

**Previsualization.**
**Additional Work:** Rough 2D VFX.

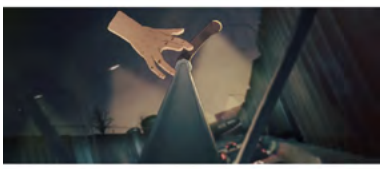
## V 01:51 - 02:02 | BUILD 2 | 5 SHOTS

**Description:** Free-flowing dynamic camera.



### 21 01:51 - 01:56 | VALORANT

**Previsualization.** Dynamics cameras (motion design style)
Final 3D camera animation for 2D layout animation.



### 22 01:57 - 02:02 | I LOST MY BODY

**Previsualization:** Camera, set dressing, animation, and vehicle pacing.
**Additional Work:** 2D car animation.

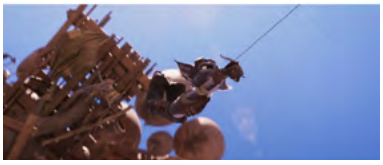
alexisbambi.com

# ‘2026 DEMOREEL’ SHOT BREAKDOWNS

ALEXIS BAMBI LAYOUT PREVIS ARTIST
previs@alexisbambi.com

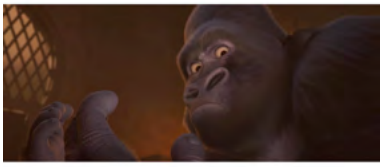
## VI 02:03 - 02:31 | ACTION 2 | 24 SHOTS

**details:** Camera, lighting, character animation, and rough VFX.
**Description:** Technical camera work and full creative ownership for fight choreography.



### 23 02:03 - 02:27 | CHICKENHARE 2

**Layout.**
**Additional Work**: Full set creation and full ownership of fight choreography.



### 24 02:08 - 02:31 | CHICKENHARE 1

**Layout.** Fight scene without storyboard.
**Additional Work:** Full set creation, and full ownership of fight choreography (low-violence focus: bottle throwing and dodging).

## VII CREDITS

[PORTFOLIO]




| | | | |
|---|---|---|---|
| 1 | WIZZ / RIOT GAMES | • Valorant 2026 Masters Santiago Cinematic | 2026 |
| 2 | NWAVE DIGITAL | • Yugly | 2026 |
| 3 | | • Chickenhare and the Secret of the Groundhog | 2025 |
| 4 | | • The Inseparables | 2023 |
| 5 | | • Chickenhare and the Hamster of Darkness | 2022 |
| 6 | XILAM ANIMATION | • I Lost My Body | 2019 |