

# JUSTIN FRANCIS CHARACTER ANIMATOR

## PROJECT MORTAL KOMBAT 11 BREAKDOWN SHEET

### DESCRIPTION

*Mortal Kombat 11* a side-scrolling fighting game and sequel to the well-known franchise by NetherRealm Studios. It has been given reviews averaging 75% approval from at least 10 well-known game critics, as well as the “Best Fighting Game” award at The Game Awards 2020. Over 130 shots of my animation made it into the game, such as jump attacks, duck attacks, single hit attacks, combos, special moves, amplified attacks, victim animation, prop animation, character intros, a brutality, and background characters. I even participated in Fatality ideas to submit.

### SKILLS USED

Keyframe Animation  
Technical Animation

### SOFTWARE

Maya  
Motion Builder

### CONTACT

Phone: 573-450-1247  
Email: Justin@JustinInMotion.com  
Website: <http://www.JustinInMotion.com>

### ACHIEVEMENTS

- After working on *Injustice 2* with NetherRealm and House of Moves, our experience with *Mortal Kombat 11* offered us more difficult shot assignments. Many of my techniques carried over and were improved upon.
- During House of Moves’ Fatality Idea meetings, I offered a concept of Dvorrah’s fatality, her kiss from *Mortal Kombat X* to inject bugs into the victim, and they squirmed around and ate the victim from the inside. They adapted that into Fatality “*New Species*.”
- After the base game was animated, our lead animator, Ryan Torrey, left House of Moves and his leadership was passed down to Eric Wu, Richard Escondrias, and myself. Together along with Animation Supervisor Eric LaShell, we hired new animators to complete the *Aftermath* expansion content and used our expertise to guide the new recruits.
- I did well in the past training new hires. So I wrote a step-by-step guide of my NetherRealm project workflow and shared it with our new hires after as part of my training routine.

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## PROJECT INJUSTICE 2 SHOT LIST

### Baraka

Blade Swipe\*  
> Painful Swipes\*  
>> Bloody Mess

### Cassie Cage

Brutality Loop\*  
Throwin' Bows  
> No Breaks  
>> Keepin' It Classy

### Cetrion

Turning Wave  
> Natural Ending  
>> Unlimited Potential

### D'vorrah

Swatted\*\*  
Ovi Posi Poke\*\*  
> Killer Bee\*\*

### Erron Black

Quickshot\*  
Pocket Sand  
Grip Slam\*  
> At the Dooooor\*  
> Dead Man's Hideout  
>> Luddy Mussy\*  
Acid Pour\*  
> Acid Pour JF\*  
Acid Pour Victim  
> Acid Pour JF Victim  
Scud Shot In/Loop/Out  
> Scud Shot Trigger/JF\*

### Fujin

Quick Slice\*  
> Fatal Edge\*  
>> Howling Winds\*  
Bo Rai Toe  
> Typhoon Release  
>> Blown Away

### Jade

Ready Fight A\*\*  
Rising Staff\*\*  
> Rising Staff Stand\*\*  
Pierced  
Pole Strike\*\*  
> Teaser\*\*  
Divine Forces\*\*  
> Divine Forces JF\*\*  
Edenian Spark\*\*

### Joker

Fritz Slam\*  
Ta-Da\*  
The Joker Poker\*  
> Power of Laughter\*  
>> Show's Over\*  
Batsy Pew Pew  
> Batsy Pew Pew JF  
Batsy Pew Pew Puppet  
> Batsy Pew Pew JF Puppet

> - 2<sup>nd</sup>, 3<sup>rd</sup>, etc Combo String

JF - Amplified String

JFE - Amplified Extended String

\* - Single-Joint Prop(s) Animated

\*\* - Multi-Joint Prop(s) Animated

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### Kitana

Neck Slice\*\*  
> Fan-Tastic\*\*  
>> Edenian Dance\*\*  
>> Noble Assault\*\*  
Fan Out\*\*  
> Follow the Leader\*\*  
> Leave Now\*\*  
Fan Toss\*\*  
> Fan Toss JF\*\*  
Fan Toss (Air)\*\*  
Upward Fan Toss\*\*  
> Upward Fan Toss JF\*\*  
Low Fan Toss\*\*  
> Low Fan Toss JF\*\*  
Dancing Fans\*\*  
Piercing Dagger (Air)\*\*  
Half-Blood Stance Guttled\*\*  
Half-Blood Stance Guttled  
Victim  
Half-Blood Stance Cancel\*\*

### Kotal Kahn

Ready Fight A  
Heavy Blade  
Bloody Knuckles  
> Tlamanalo  
>> Soleil  
Mehtizquia Cut\*  
> Mehtizquia Cut JF\*  
Mehtizquia Cut Victim  
> Mehtizquia Cut JF Victim

### Kollector

Mace Drop\*\*  
Claw Swipe  
> Blood Money\*  
>> Price To Pay\*  
Relic Lure\*\*

### Kung Lao

Ready Fight A

### Liu Kang

Klassic Kicks Brutality

### Mileena

Bloody Nails\*  
Hinge Kick

### Nightwolf

New Moon\*  
Howling Blade\*  
Hawk Talon  
Moon Rise\*  
Eviction Kick

### Noob Saibot

Turning Chop  
> Fade To Black  
>> Evil Within  
>>> Wailing Wraith  
Fade to Black Clone  
Wailing Wraith Clone\*  
Shadow Tackle  
> Shadow Tackle JF  
Shadow Tackle Clone\*  
> Shadow Tackle JF Clone\*  
Shadow Tackle Victim  
> Shadow Tackle JF Victim

### Raiden

Flick Kick  
> The Calm  
>> Might of Mordulus

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### Robocop

Heavy Heel\*\*  
Low Stab\*\*  
> I'll Call You An Ambulance  
Active Patrol\*\*  
Active Patrol Delay Hold\*\*  
Active Patrol Cancel\*\*

### Scarlet

Crack the Whip\*\*

### Scorpion

Flick Kick  
> Hack and Slash\*\*  
> Falling Ashes\*  
Scorpion Sting\*  
> Inner Demon\*  
>> Soulless\*

### Shang Tsung

Serpent Stab  
Stance Breaker  
Rushing Spike  
Cinder Swipe  
Ash Flare  
Spiritual Eruption  
> Damned Souls\*  
>> Death Trap\*  
Sorcery Rush  
Soul Swap Miss  
Soul Swap Hit

### Sheeva

Shokan Strike  
> Dragon Blood  
>> Deadly Kuatan  
Heavy Knee  
> Draco's Guidance  
>> Goddess of Destruction

### Sheeva Victim

Kabal Fatal Blow  
Kollector Fatal Blow  
Kotal Kahn Fatal Blow  
Frost Fatal Blow  
Shao Kahn Fatal Blow  
Mileena Kahnum Dash Hit  
> Mileena Kahnum Dash JF  
>> Mileena Kahnum Dash JFE  
>> Mileena Kahnum Dash  
Brutality

### Sindel

Royal Possession\*\*  
> Queen's Wrath\*\*  
>> Evil Queen\*\*  
>> Malevolent Queen\*\*  
Wheeling Crash  
> Dark Intentions

### Spawn

Low Klaw  
Rising Cape  
> Rising Cape Stand  
Hell Chain Miss\*\*  
> Hell Chain Hit\*\*  
>> Hell Chain JF\*\*  
Hell Chain Hit Victim  
> Hell Chain JF Victim

### BG Character

Beast 2 ("Tongues") Enter  
(Beast Pin Arena)  
Beast 7 ("Dragon") Enter  
(Beast Pin Arena)

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