

SHOT BREAKDOWN



TITLE SEQUENCE

WHAT I DID:
EVERYTHING - ANIMATION, TYPOGRAPHY, RENDERING.

PROGRAMS:
AFTER EFFECTS, PHOTOSHOP



TEKKEN

WHAT I DID:
MODELING, TEXTURES, LIGHTING, RENDERING, AND SCENE ASSEMBLY.

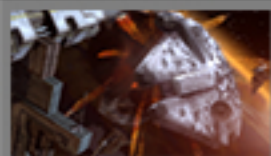
PROGRAMS:
MAYA, PHOTOSHOP



CIVILIZATION IV CINEMATICS

WHAT I DID:
MODELED AND TEXTURED THE SPACESHIP INTERIOR AND THE TANK. ANIMATED AND COMPOSITED THE SPACE ENVIRONMENT. LIGHTING AND RENDERING FOR THE SPACE SEQUENCE. ANIMATED DEBRIS FLYING OFF THE TANK FROM THE EXPLOSION.

PROGRAMS:
MAYA, PHOTOSHOP, AFTER EFFECTS, SMEDGE



STAR WARS GALAXIES CINEMATIC

WHAT I DID:
MODELED AND TEXTURED THE MILLENNIUM FALCON.

PROGRAMS:
MAYA, PHOTOSHOP



BAKUGAN TRAILER

WHAT I DID:
TEXTURED THE ENVIRONMENT AND THE CARDS.

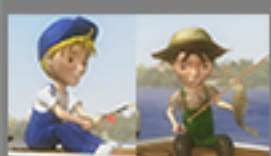
PROGRAMS:
MAYA, PHOTOSHOP, ALIENBRAIN



BIG LEAGUE SPORTS TRAILER

WHAT I DID:
TEXTURED THE ENVIRONMENT AND THE CHARACTERS.

PROGRAMS:
MAYA, ZBRUSH, PHOTOSHOP, ALIENBRAIN



WE FISH TRAILER

WHAT I DID:
TEXTURED THE CHARACTERS.

PROGRAMS:
MAYA, ZBRUSH, PHOTOSHOP, ALIENBRAIN



ICARLY TRAILER

WHAT I DID:
TEXTURED CARLY.

PROGRAMS:
MAYA, ZBRUSH, PHOTOSHOP, ALIENBRAIN



WOLFENSTEIN WEBISODE

WHAT I DID:
MODELED THE MECH SUIT AND GUNS.

PROGRAMS:
MAYA



KING OF FIGHTERS XII COMMERCIAL

WHAT I DID:
MODELED THE LETTERS FROM IMPORTED ILLUSTRATOR CURVES. SETUP THE CAMERA ANGLES TO MATCH THE ANIMATIC.

PROGRAMS:
3DSMAX, ILLUSTRATOR



NEON TUNNEL AND HEAD

WHAT I DID:
EVERYTHING - MODELING, TEXTURES, LIGHTING, CAMERA ANIMATION, EFFECTS, RENDERING.

PROGRAMS:
3DSMAX, PHOTOSHOP, AFTER EFFECTS



BOWLING

WHAT I DID:
ANIMATION AND RENDERING.

PROGRAMS:
3DSMAX



LORD OF THE RINGS CONQUEST

WHAT I DID:
MODELED AND TEXTURED THE SARCOPHAGUS, PILLARS, BRIDGES, GAZEBO, MASOLEUMS, WELL, RUBBLE PILES, ETC. ALSO CREATED LODS, COLLISION, AND OCCLUDERS, FOR ALL OF THESE ASSETS.

PROGRAMS:
SOFTIMAGE, PHOTOSHOP, FED (PROPRIETARY ENGINE), PERFORCE



MERCENARIES 2

WHAT I DID:
MODELED AND TEXTURED THE DESTRUCTIBLE BUILDINGS AND PROPS AND CREATED THEIR DESTRUCTION VARIATIONS. ALSO CREATED LODS, COLLISION, AND OCCLUDERS FOR ALL OF THESE ASSETS.

PROGRAMS:
SOFTIMAGE, PHOTOSHOP, INFINITY (PROPRIETARY ENGINE), PERFORCE



INTERFACE

WHAT I DID:
EVERYTHING - MODELING, ANIMATION, RIGGING, LIGHTING, RENDERING

PROGRAMS:
MAYA



MODELS

WHAT I DID:
MODELING, LIGHTING, RENDERING.

PROGRAMS:
MAYA, 3DSMAX, ZBRUSH



ENDING ANIMATION

WHAT I DID:
EVERYTHING - ANIMATION, TYPOGRAPHY, RENDERING

PROGRAMS:
AFTER EFFECTS, PHOTOSHOP