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REEL BREAKDOWN (RUNTIME - 2:34)



1. ALIENS IN THE ATTIC - FOX - 2009

- MODELING AND UV'S FOR "SIZEMATRON" (GIANT TRANSFORMING ALIEN MACHINE TO INCREASE SIZE).
- ALSO WORKED ON (BUT NOT SHOWN), SEVERAL PROPS AND MANY EDITS TO CHARACTERS AND COSTUMES.



2. LAND OF THE LOST - UNIVERSAL - 2009

- (00:21-00:27) - "DUMPING GROUND" - CREATED SEVERAL MODELS TO PROPAGATE THE SEQUENCE, INCLUDING SHIP, BUDDHA, UNIVERSAL STUDIOS 3 CAR TRAM.
- (00:28-00:36) - "TEMPLE PLAZA" - TOP HALF AND BACKGROUND ENVIRONMENT ARE A SET EXTENSION.
- (00:37-00:43) - "HOME CAVE" - CREATED ENVIRONMENT. PART OF MOUNTAIN CREATED IN ZBRUSH TO MATCH SMALL CAVE SET PIECE.
- (00:44-00:56) - "HUMVEE CRUSH" - CREATED BLENDS TO CRUSH HUMVEE.



3. FAST AND FURIOUS - UNIVERSAL - 2009

- RESPONSIBLE FOR ENVIRONMENT CREATION. ENTIRE SEQUENCE PRIMARILY CG. MAINLY TERRAIN WORK THAT REQUIRED PRECISE CUTS AND CRACKS ON GEOMETRY SO THAT PARALLAX ON EDGES WOULD LOOK CORRECT.
- OTHER WORK INCLUDED EDITS TO CAR AND TANKER MODELS.



4. GRANDFATHER HEAD REPLACEMENT

- HEAD REPLACEMENT OF FRIEND'S DECEASED GRANDFATHER.
- RESPONSIBLE FOR MODELING, UVS, TEXTURING, BLENDSHAPES, TRACKING, LIGHTING & RENDERING.
- MAYA, ZBRUSH, MENTAL RAY, 3D-EQUALIZER, PHOTOSHOP.
- POLYGONS, MAYA FUR.



5. ASGARH: WOLFEN PACK LEADER

- COMPLEX MODEL BASED ON THE WOLFEN OF YILLA.
- RESPONSIBLE FOR ALL ASPECTS OF THE PIECE.
- MAYA, MENTAL RAY, ZBRUSH.
- POLYGONS, NURBS.



6. MARTIN MB-2 BOMBER

- WORLD WAR I BOMBER.
- RESPONSIBLE FOR ALL ASPECTS OF THE PIECE.
- MAYA, MENTAL RAY.
- POLYGONS, SOME NURBS.