

## Modeling Reel Breakdown

0:04-0:22

Project: Modeling test for Disney

Role: 3D Modeler

About: Working from an illustration by Armand Serrano for the movie "Zootopia", I created a 3D model from Armand's 2D drawing.

Tools Used: Maya, Photoshop, Arnold

0:23-0:47

Project: Alien Antics!

Role: 3D Artist/Layout/Director/Animator/Writer

About: "Alien Antics!" is my graduate thesis film, and I created all of the 3D models, texturing, and also did the animation. The cherry on top was receiving permission to use the pictures of both Maurice Noble and Ray Harryhausen - a homage to two of my cinematic heroes - in my film.

Tools Used: Maya, Photoshop, Mental Ray

0:48-1:03

Project: Alien Antics!

Role: 3D Artist/Layout/Director/Animator/Writer

About: Highly detailed 3D model of a 1958 Plymouth Fury. The model is accurate to the original manufacturer's designs. I also added after-market taillights and a period correct license plate.

Tools Used: Maya, Photoshop, UV Layout

1:04-1:16

Project: Modeling test

Role: 3D Modeler

About: Building the scene to scale, I recreated the wonderful layout artwork that Ken O'Conner made for Disney's "Pinocchio".

Tools Used: Maya, Mudbox

1:17-1:46

Project: Quest for the Lost Treasures of Light

Role: 3D Modeler, Layout

About: I had a lot of fun making a functioning jukebox for the film. Using Edward Hopper as my muse, I created all of the layout for the film. It was a wonderful challenge and one that I'm very proud of.

Tools Used: After Effects, Photoshop

1:47-1:58

Project: Quest for the Lost Treasures of Light

Role: 3D Modeler, Layout

About: Mr. Froschmann is one of the main characters in the film, and this scene is a modeling test of the character.

Tools Used: ZBrush

1:59 -2:11

Project: Skull Face: City of Masks

Role: 3D Modeler

About: Highly detailed, high poly count model of a 1930s Junkers float plane. It is a hero model to be used in the foreground of an important scene in the film.

Tools Used: Maya, UV Layout

2:12-2:14

Project: Alien Antics!

Role: 3D Artist/Layout/Director/Animator/Writer

About: Props used in the production. All were used in a hero shots and are highly detailed with high poly counts.

Tools Used: Maya, Photoshop, UV Layout

2:47-2:53

Project: Skull Face: City of Masks

Role: 3D Modeler

About: Clock-faced gas pump that I built for the film. Lots of detail and high poly count to be used in hero shots.

Tools Used: Maya, Photoshop, UV Layout