

demo reel breakdown

958 VINERIDGE RUN #305

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0:00:07 - 1972 AMC Gremlin X

50k poly mesh - Approx. 24 hours to model (Maya) and texture (Photoshop)
Rendered using Final Gather in mental ray

0:00:16 - Variations on a Base Head in Mudbox Beta

Four "sketches" (Elderly, Pirate, Female, and Zombie) from the same base model
Base Mesh created in Maya (6 hours to model) converted from subD for Mudbox
5 hours logged for each Mudbox variant - Images captured directly from the interface

0:00:39 - Shot 9 (Flotsam Returns the Banana)

Scene from Master's Thesis, "Flotsam & Jetsam"
Responsible for all elements of visual production
Backgrounds created in Photoshop - Composited in After Effects

0:00:43 - Banana Peel, Half-Eaten Sandwich, Soda Can, & Battery Pile

Polygon base meshes with subD conversions
Shown with (texture) color maps

0:00:50 - Shot 23 (Both Exit)

Responsible for all elements of visual production

0:01:00 - Flotsam's Hand

Polygon base mesh with subD conversion
Shown with color, displacement, and specular mapping

0:01:11 - Shot 2 (Jetsam Scratches Head)

Responsible for all elements of visual production

0:01:15 - Jetsam's Head

Polygon base mesh with subD conversion
Surface shown with mapped alterations (color, displacement, specular, and diffuse)

0:01:28 - Shots 15 & 16 (Flotsam Rejoices)

Responsible for all elements of visual production

0:01:34 - Flotsam's Head

Polygon base mesh with subD conversion
Surface shown with mapped alterations (color, displacement, specular, and diffuse)

0:01:48 - Traditional Drawings & Painting

Sketches composed of graphite on paper
Paintings are oil on hardboard
First and last figures are most recent works

0:02:06 - Shot 1 (Pratfall)

Responsible for all elements of visual production