

SHOT BREAKDOWN



TITLE SEQUENCE

WHAT I DID:
EVERYTHING - MOTION GRAPHICS, TYPOGRAPHY, RENDERING.

PROGRAMS:
AFTER EFFECTS, PHOTOSHOP



LEXUS

WHAT I DID:
MODELED AND TEXTURED THE TUNNEL, SOME OF THE BUILDINGS AND STOREFRONTS, PROPS, AND THE RAILROAD SCAFFOLDS. ALSO DID SHOT LAYOUT AND MANAGED THE ENVIRONMENT ART TEAM.

PROGRAMS:
MAYA, PHOTOSHOP



STAR WARS GALAXIES

WHAT I DID:
MODELED AND TEXTURED THE MILLENNIUM FALCON.

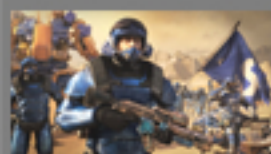
PROGRAMS:
MAYA, PHOTOSHOP



TEKKEN

WHAT I DID:
MODELING, TEXTURES, LIGHTING, RENDERING, AND SHOT LAYOUT. ME AND ONE OTHER ARTIST BUILT MOST OF THE CITY.

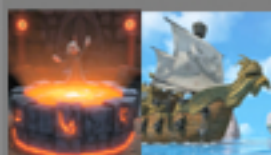
PROGRAMS:
MAYA, PHOTOSHOP



STRATEGO

WHAT I DID:
MODELED AND TEXTURED THE MACHINE GUN AND TUBE CASE, TEXTURED THE SOLDIER'S BODY.

PROGRAMS:
MAYA, PHOTOSHOP



SKYLANDERS

WHAT I DID:
MODELED AND TEXTURED THE PIRATE SHIP, TEXTURED THE PORTAL AND LAVA.

PROGRAMS:
MAYA, PHOTOSHOP



NEON TUNNEL AND HEAD

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

PROGRAMS:
3DSMAX, PHOTOSHOP,
AFTER EFFECTS



CIVILIZATION IV

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

PROGRAMS:
MAYA, PHOTOSHOP,
AFTER EFFECTS



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



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



MODEL TURNAROUNDS

WHAT I DID:
EVERYTHING - MODELING, LIGHTING, RENDERING.

PROGRAMS:
MAYA, 3DSMAX, ZBRUSH