

## MODELING REEL BREAKDOWN

Shot 1: Sims 3 "Let There Be Sims" - TV Commercial - Electronic Arts Inc.

- **Concept, Animation, and Rendering:** Wieden + Kennedy and Nexus Productions
- **Modeling:** I modeled characters based on marketing concepts using EA proprietary Maya tools and scripts (Little Girl, Red Mohawk Punk Rocker, Raver Girl, and Dapper)
- **Texturing:** I created textures using EA proprietary software and Photoshop. I created shaders using Maya Hypershade networks
- **Rigging:** I applied and troubleshoot character's rig and deformation using EA proprietary Maya tools and scripts

Shot 2: Archivo Cero - CG Episodic in HD - Ghora - Inspirational Films Inc.

- **Concept:** Dominic Carola | Premise Entertainment
- **Modeling:** I modeled Ghora using Maya
- **Animation, Texturing, and Rendering:** Inspirational Films Inc.

Shot 3: Dark Crystal Creature

- **Concept:** Brian Froud "The World of the Dark Crystal"
- **Modeling:** I modeled the creature using 3D Studio Max for mid-res and low-res model then I created the detailing in ZBrush
- **Texturing and Rendering:** I used UV Layout for uv unwrapping; I created textures using Photoshop, BodyPaint 3D, and CrazyBump; I baked the Normal maps from Zbrush; I created the lighting, shading, and rendering with Maya Mental Ray
- **Compositing:** I composited foreground and background elements using After Effects

Shot 4: AX-29 Thunderbird

- **Concept:** Thuan Le
- **Modeling:** I modeled the vehicle using Maya
- **Texturing and Rendering:** I created textures using Illustrator, Photoshop, and BodyPaint 3D; I created Normal maps using xNormal; I created the lighting, shading, and rendering with HyperShot and Maya Mental Ray
- **Compositing:** I composited glow, foreground, and background elements using Photoshop and After Effects

Shot 5: Dark Corridor

- **Concept:** Jens Holdener
- **Modeling:** I modeled the environment and the prop using 3D Studio Max and then Maya
- **Texturing and Rendering:** I created textures using Illustrator, Photoshop, and BodyPaint 3D; I created Normal maps using xNormal and CrazyBump; I created the lighting, shading, and rendering with Maya
- **Compositing:** I composited Maya's z-depth, glows, foreground and background elements using After Effects

Shot 6: Between Light & Dark

- **Concept:** Thuan Le
- **Modeling:** I modeled the character using Maya with mesh structures capable of 3d morphing from human form to creature form.
- **Texturing and Rendering:** I created textures using Illustrator, Photoshop, Painter, and Deep Paint 3D; I used Elastic Reality to create animated sequences for the bump maps and the transparency maps during the transformation sequences; I animated the shaders, the glows, and the lighting in Maya
- **Compositing:** I composited multi-pass Maya renders using After Effects

Shot 7: Archivo Cero - CG Episodic in HD – The Elder - Inspirational Films Inc.

- **Concept:** Dominic Carola | Premise Entertainment
- **Modeling:** I modeled The Elder using Maya
- **Animation, Texturing, and Rendering:** Inspirational Films Inc.

Shot 8: Archivo Cero - CG Episodic in HD - Karton - Inspirational Films Inc.

- **Concept:** Dominic Carola | Premise Entertainment
- **Modeling:** I modeled Karton using Maya
- **Animation, Texturing, and Rendering:** Inspirational Films Inc.

Shot 9: Banbu Sushi "The Origins of Sushi"- TV Commercial – Emota Inc.

- **Concept:** References provided by Emota+
- **Modeling:** I modeled mouth, gums, teeth, eyelid, eye blink blend shape, and mesh fix for Squid Sushi Monster using 3D Studio Max
- **Animation, Texturing, and Rendering:** Emota+

Shot 10: Traditional | Concept Art

- Alien Homeworld: I created the painting with ink on paper then painted using Photoshop
- Creature Concept: I created the concept art with ink on paper then painted using Photoshop
- Gunship: I created the concept with ink on paper then painted using Photoshop

## MUSIC

Nouvelle Vague "Ca Plane Pour Moi", Orange Box "Vortal Combat", and Tomandandy "Flying"

## SOFTWARE

Maya, 3D Studio Max, Zbrush, UVLayout, BodyPaint 3D, Deep Paint 3D, CrazyBump, xNormal, EA Proprietary Software, Affect Effects, Elastic Reality, Photoshop, Painter, Illustrator, and Sound Forge