



MODELING REEL BREAKDOWN

Shot 1: Elysium - Film - Whiskytree Inc.

- **Concept:** Syd Mead
- **Modeling:** I modeled and designed pathways, outdoor props, and housing foundations using Softimage; I created the layout designs and set dressing using combination of manual placement and Softimage ICE
- **Animation, Texturing, Lighting, Compositing, and Rendering:** Whiskytree Inc.

Shot 2: Dark Corridor

- **Concept:** Jens Holdener
- **Modeling:** I modeled the environment and the prop using 3D Studio Max and Maya
- **Texturing and Rendering:** I created the 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 3: Warehouse

- **Modeling:** I modeled the environment using Maya
- **Texturing and Rendering:** I created the textures using Illustrator, Photoshop, BodyPaint 3D, and CrazyBump; I created the lighting, shading, and rendering with Maya Mental Ray

Shot 4: AX-29 Thunderbird

- **Concept:** Thuan Le
- **Modeling:** I modeled the vehicle using Maya
- **Texturing and Rendering:** I created the 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 Crystal Creature

- **Concept:** Brian Froud "The World of the Dark Crystal"
- **Modeling:** I modeled the 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 the 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 6: Archivo Cero - CG Episodic in HD - Karton - Inspirational Films Inc.

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

MUSIC

Two Steps From Hell "Fire Nation"

SOFTWARE

Maya, 3D Studio Max, Softimage, Zbrush, HyperShot, UVLayout, BodyPaint 3D, CrazyBump, xNormal, Affect Effects, Photoshop, Painter, Illustrator, and Sound Forge