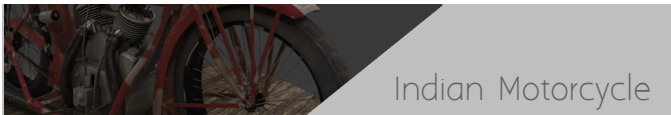


Breakdown



Indian Motorcycle

"Indian Motorcycle" created in 2 weeks using a layered shading workflow which included tileable textures driven by alpha masks and occulsion. Rendered using Unified Sampling for Mental Ray in Maya



Train

"Train" created in two quarters. Completed alongside Kevin George and Nestor Prado. Responsible for texturing the train engine, and blue box car. Textured in Mudbox, Rendered in Renderman.



Organic Food Plate

"Organic Food Plate" created in 2 weeks with the use of ZBrush for texturing, normal, and displacement map generation. Created using layered shading workflow which included tileable textures driven by alpha masks, and occulsion. Rendered using Unified Sampling for Mental Ray in Maya



Coin Scatter

"Coin Scatter" 1 week project completed in an attempt to create a realistic looking jar of coins spilling out on a table without relying on time consuming rigid body simulations. This result relies on Nurbs Circles and a carve node to generate points which allow the user to define an accumulation point and how many points are in the outlying area.



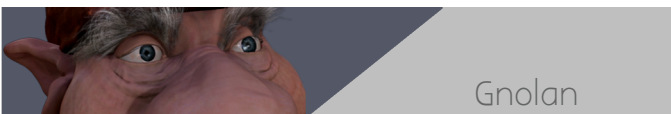
Gnome Home

"Gnome Home" created in 2 weeks using ZBrush and Maya. The purpose of this project was to gain a better understanding of ZBrush to Maya workflow as well as normal map usage within Maya. Responsible for all assets.



Coconut/Lime

WIP assets for graduate thesis film, LIME, directed by Sean Carrow. Responsible for modeling, texturing, and surfacing both the lime and coconut - time spent 1 week-.



Gnolan

"Gnolan" created in 10 weeks during Spring 2012. Purpose was to create a creature or character from start to finish, developing a backstory while collecting all photographic reference on our own. Textured in ZBrush using photos, basemesh created in Maya, sculpted in ZBrush, rendered using Mental Ray for Maya.