

# Ross Macaluso

## Generalist TD

ross.macaluso@gmail.com  
www.rossmacaluso.com  
215.740.3210

## Breakdown Sheet



Indian Motorcycle  
4 Weeks  
Responsible for all assets  
Maya, Mental Ray, Modo, Photoshop



Vagrant Woman: Subway  
12 Weeks  
Responsible for all assets  
Maya, VRay, Nuke, Mari, ZBrush, Photoshop



Coffee Still Life  
2 Person Project  
4 Weeks  
Responsible for texturing, shading, rendering,  
final compositing  
Maya, VRay, Nuke, ZBrush, Photoshop



Organic Still Life  
4 Weeks  
Responsible for all assets  
Maya, Mental Ray, Nuke, ZBrush, Photoshop



Goblin Shaman  
10 weeks  
Based on 2D concept art from  
Warhammer ZBrush, Photoshop,  
rendered in Keyshot.



Train Is Coming  
3 Person Project  
22 Weeks  
Responsible for texturing Blue Box Car, and  
Train Engine  
Mudbox



Auxilium Maya Lighting and Rendering UI  
On going since summer 2014  
Light Creation, Batch Attributes, Batch Utilities,  
Light Outliner, Spreadsheet, Visual Outliner,  
and Light linking  
VRay, Mental Ray

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