REEL BREAKDOWN

:06 DEVIL MAY CRY TRAILER:

- Modeled, retopologized, Uv'd, Dante and costume, models built from sculpt provided by Capcom.

:18 PERCY JACKSON: SEA OF MONSTERS:

- Modeled and Uv'd Andromeda yacht model

:43 AUDI A6:

- Modeled in Maya and rendered in Mental Ray. Modeled with Nurbs, excluding rims, tires, headlights, and interior all polygonal meshes. Responsible for all aspects.

:56 PERCY JACKSON: SEA OF MONSTERS:

- Modeled and Uv'd Chiron body replacement, and tracking geometry

1:16 DEVIL MAY CRY TRAILER:

- Modeled blendshape for Dante's hood, created clean hero mesh of all Drones from Capcom models, Created Uv's to match in-game assets.
  1:28
- Created clean hero mesh of Drone and Harpy from Capcom models, Created Uv's to match in-game assets. Model and cleanup of Dante facial blendshapes.

1:38 KEEBLER "UNCOMMONLY GOOD":

- Modeled and Uv'd Grandma Character and Man's shirt.
  1:39
- Modeled and Uv'd Stump, Flour Sack, Shelf and Knick-Knacks, Mixing Bowl, Spoons, Cuckoo Clock, Table, Rolling Pin, Oven Mitts.
  1:41
- Modeled and Uv'd Keebler oven, cookie Sheet, and oven Mitts.
  1:44
- Modeled and Uv'd Grandma Character.
  1:47
- Modeled and Uv'd Grandma Character and Man's shirt.

1:50 GRANDMA

- Modeled in Maya and Zbrush, Uv'd in Headus, and retopology in Topogun.

1:57 NISSAN ROGUE "BULL RUN"

- Modeled and Uv'd Bull asset.

2:01 BULL

- Modeled in Maya and Zbrush, Uv'd in Headus, and retopology in Topogun.

2:14 PERCY JACKSON: SEA OF MONSTERS:

- Modeled and Uv'd henchman digi-double.

2:21 PERCY JACKSON: SEA OF MONSTERS:

- Modeled and Uv'd Barista body replacement.