

3D REEL BREAKDOWN '10

- "Mantis" April '10 - Maya, Photoshop, After Effects
 - Modeled
 - UVed, shaded and textured
 - Rigged, light animation and lit
 - Rendered and comped final
 - Designed by Eytan Zana
- "Cyberfly" Feb '10 - Maya, AE
 - Cleaned up and up rezed fly model
 - Modeled tech elements (joints, eyes, etc...)
 - UVed, Textured, rigged and animated fly
 - Rendered and comped final
- "Canon A-1" Feb '10 - Maya, PS, AE
 - Modeled camera and environment
 - UV layout, texturing and camera animation
 - Rendered and comped final
- "Book Nook" Nov '09 - Maya, PS, Nuke
 - Modeled room and small props
 - UVed and textured
 - Lit interior
 - Rendered and comped final
- "Re:live and 'Frenchy'" Dec '09 - Maya, PS, AE
 - Designed, modeled, UVed, textured, rigged, animated, rendered and comped
- "Smudge the Puppy" Oct '09 - Maya, PS, AE
 - Modeled character from provided concept art
 - UVed, Fixed texture seams, rigged and animated
 - Designed by Kate Laird
 - Texture painted by Eytan Zana
- "Violin Grasshopper" March '10 - Maya, PS, AE
 - Excepts from full piece*
 - Cleaned and rezed up model
 - Modeled violin and stylized elements
 - UVed, textured, rigged and animated
 - Rendered in and comped

ANIMATION REEL BREAKDOWN '10

- "Squirrel Hop" April '10 - Maya
 - Animated character
 - Shaded, lit and comped
- "Chipmunk" April '10 - Maya, PS
 - Animated character
 - Textured
- "Squiggly Hop" April '10 - Maya, AE
 - Textured and rigged
 - Animated character
- "Magritte" Oct '09 - Maya, AE
 - Animated the character along with props
 - Implimented look, shading and rendering
- "Preacher Man" Jan '10 - Maya, PS
 - Retextured character
 - Animated character
- "Run / Flip" Feb '10 - Maya, AE
 - Animated character
 - Implimented look, shading and rendering
- "Cross the Gap" Feb '10 - Maya
 - Animated character