

## 3D REEL BREAKDOWN '10

Best Buy "Elf Training" 3D Modeler Sh0070	Psyop LA	Venice, CA Oct '10 - Maya
- Modeled / Inital look dev of HP laptop		
Sh0080		
- Modeled 3d envionrent for practical model		
- Modeled / Inital Look Dev of products		
Sh0080		
- Modeled 3d envionrent for practical model		
- Modeled / Inital Look Dev of products		
Best Buy "The Speech" 3D Modeler Sh0090	Psyop LA	Venice, CA Oct '10 - Maya
- Modeled / Inital Look Dev of products		
- Modeled 3d envionrent for practical model		
Sh0100		
- Modeled / Look Dev of products		
- Modeled 3d envionrent for practical model		
Sh0110		
- Modeled / Inital Look Dev of products		
- Modeled 3d envionrent for practical model		
Mustang: PG Animator Sh0310	Stardust	Santa Monica, CA April '10 - Maya
- 3D type animation		
- Modeled type		
Sh0390		
- 3D type animation		
- Modeled type		
"Spring Valley" Sh0095	Psyop LA	Venice, CA June - Sept '10 - Maya
- Animated turtle / camera		
Sh0050		
- Animated all foreground elements (flowers / insects)		
"Mantis" - Modeled - UVed, shaded and textured - Rigged, light animation and lit - Rendered and comped final - Designed by Eytan Zana		April '10 - Maya, PS, AE
"Cyberfly" - Cleaned up and up rezed fly model - Modeled tech elements (joints, eyes, etc...) - UVed, Textured, rigged and animated fly - Rendered and comped final		Feb '10 - Maya, AE
"Canon A-1" - Modeled camera - UV layout, texturing, rendering and comp		Feb '10 - Maya, PS, AE
"Orchid" - Modeled and UV layout - Painted textures, animated - Rendered and comped final		May '10 - Maya, PS, Nuke
"Violin Grasshopper" - Cleaned and rezed up model - Modeled violin and stylized elements - UVed, textured, rigged and animated		March '10 - Maya, PS, AE

## ANIMATION REEL BREAKDOWN '10

"Spring Valley" Sh0095	Psyop LA	Venice, CA June - Sept '10 - Maya
- Animated turtle / camera		
Sh0050		
- Animated all foreground elements (flowers / insects)		
"Squirrel Hop" - Animated character - Lit, Rendered, Comped		April '10 - Maya
"Squiggy Hop" - Textured, rigged and lit - Animated character, rendered		April '10 - Maya, AE
"Chipmunk" - Animated character - Textured, Fur, Rendered		April '10 - Maya, PS, Shave & Haircut
"Toyota: Prius" Sh0070	Stardust	Santa Monica, CA Dec '09 - Maya
- Facial animation / Clean-up animation		
Sh0080		
- Facial animation / Clean-up animation		
Sh0100		
- Facial animation / Clean-up animation		
"Preacher Man" - Retextured character - Animated character - Lit, Rendered, Comped		Jan '10 - Maya, PS
"Run / Flip" - Animated character - Lit, Rendered, Comped		Feb '10 - Maya, AE
"Cross the Gap" - Animated character - Lit, Rendered, Comped		Feb '10 - Maya