

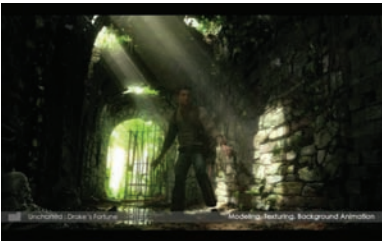
Demo Reel Shot Breakdown



Nature Sweet "Pampered"

Task:
- Modeled, textured, rigged and animated the leaves and tomato

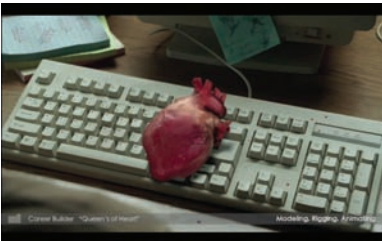
Tools:
Maya, XSI



Uncharted: "Drake's Fortune"

Task:
- Modeled and textured the plants, inside and outside the fort
- Animated the plants and the rat
- Fixed mocap animation for the pirates

Tools:
XSI, Maya



Career Builder "Queen's of Heart"

Task:
- Modeled, rigged and animated the heart
- Added hair rig simulation for the heart
- Rendered some shots

Tools:
Maya, Shake



Mitsubishi "Robot Factory"

Task:
Modeling and texturing some of the robots

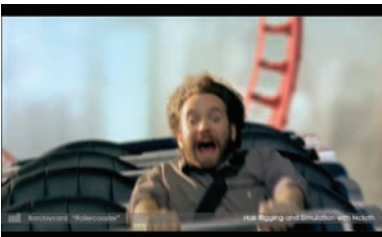
Tools:
Maya, XSI



LG Something Better "Refrigeration"

Task:
- Modeled and textured the fruits, vegetables and all the groceries
- Animated the fridge and the elements inside the fridge

Using:
XSI



Barclaycard "Rollercoaster"

Task:
- Modeled and textured the CG hair
- Simulated the CG hair with ncloth

Using:
Maya

Demo Reel Shot Breakdown



Ford Fuslon "Puppet"

Task:

- Modeled and textured the baking store elements
- Textured and shaded the clothes for some of the characters
- Modeled, textured and shaded the bicycle and the baby stroller
- Put cables on the cars

Tools:

XSI



Purevia "Nothing to Hide"

Task:

- Modeled, textured, rigged and animated all the growing leaves / body paint

Tools:

XSI



Emerson "Orange"

Task: (Everything)

- Modeled, textured, shaded, animated, lighted, rendered and composited the orange peel

Tools:

Maya, XSI, Zbrush



Emerson "Coal"

Task:

- Modeled and animated the plants

Tools:

Maya, XSI



Mercedes E-class "Frost"

Task:

- Animated the two main robots
- Modeled, textured, animated and simulated ncloth for the bow

Using:

XSI, Maya



Dell "Treats"

Task:

- Layout the background design
- Modeled, textured and rendered the factory background for some shots

Using:

XSI

Demo Reel Shot Breakdown



AXA Equitable "Airplane"

Task:

- Tracked, lighted, rendered and composited the gorilla's mouth

Tools:

3DEqualizer, XSI, Shake



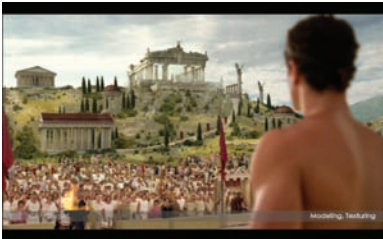
Coca cola "It's mine"

Task:

- Modeled the flour sacks

Tools:

Maya



GE "Discus"

Task:

- Modeled and textured the tents, temples and statues
- Modeled, textured and animated the discus

Tools:

Maya, XSI



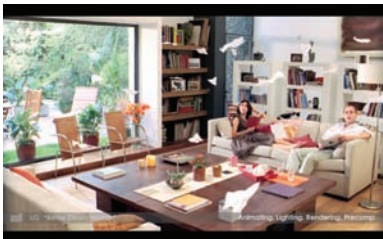
Schick Quattro for Woman "Flowers"

Task:

- Modeled, textured, rigged and animated the blooming flowers

Tools:

Maya



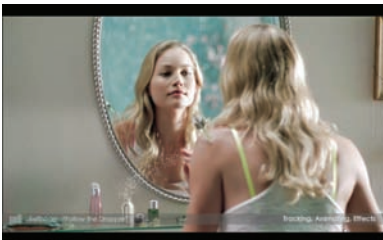
LG "Better Steam Washer"

Task:

- Animated and simulated ncloth for the tissues
- Rendered, lighted and composited the tissues

Using:

Maya, Shake



Softsoap "Follow the Dropper"

Task:

- Tracked all the shots
- Animated the dropper
- Generated the pixie dust with XSI ICE

Using:

PFtrack, Maya, XSI

Demo Reel Shot Breakdown



Nintendo Wii "Here we go"

Task:
- Rigged and animated the flowers

Tools:
XSI



Seventh Generation "Revolution"

Task:
- Modeled and textured the house

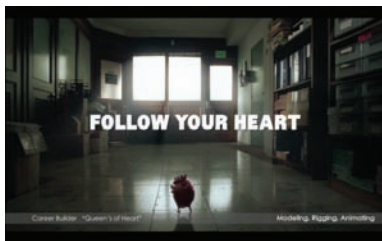
Tools:
Maya



Gillete "Face Abuse"

Task:
- Tracked all the baseball shots
- Modeled, textured, lighted, rendered and composited the Yankee stadium
- Tracked Derek Jeter head and put the CG helmet on
- Modeled, lighted, rendered and composited the helmet

Tools:
PFTrack, Maya, XSI



Career Bullder "Queen's of Heart"

Task:
- Modeled, rigged and animated the heart
- Added hair rig simulation for the heart

Tools:
Maya