

SHOWREEL BREAKDOWN

Forest Fly-Over - Legend of the Guardians - 2010

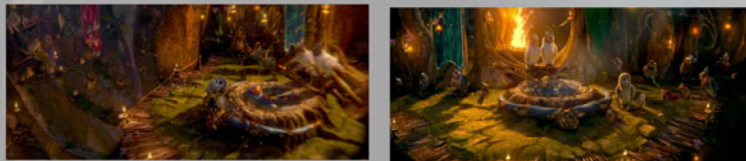


Texturing/Shading/UVs of background trees
Texturing/Shading of foliage

Initial surfacing pass of Groundplane but handed off for 2k Finaling and Shotdetailing

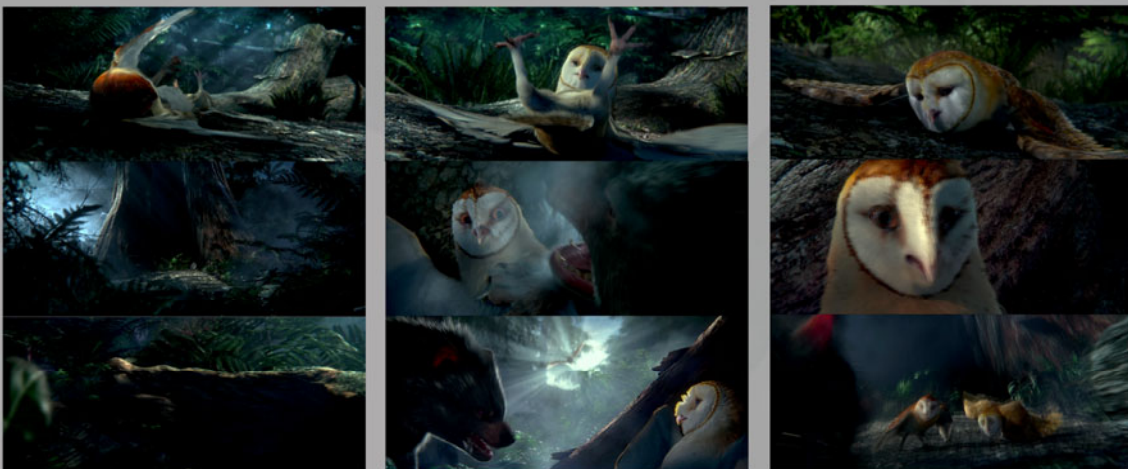
Texturing/Shading of Hero Tree Foliage
Part of a 2 man team, surfacing hero tree
(I was tasked with initial overall surfacing pass and some additional shot detailing and fixes)

Throne - Legend of the Guardians - 2010



Texturing/Shading/UVs of Throne

Forest Ground - Legend of the Guardians - 2010



Texturing/Shading/UVs of forest ground
Texturing/Shading/UVs of background trees & foliage
Texturing/Shading/UVs of all dead logs on the ground
Texturing/Shading/UVs of fern-like plants (ferntrees) & some rocks
Overall pass and sequence-related shotdetailing on hero tree

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Hollow - Legend of the Guardians - 2010



Texturing/Shading/UVs of hollow set
 Texturing/Shading/UVs of shelf
 Texturing/Shading of Ivy
 Texturing/Shading of book
 Texturing/Shading/UVs of poster

Forest Fire - Legend of the Guardians - 2010



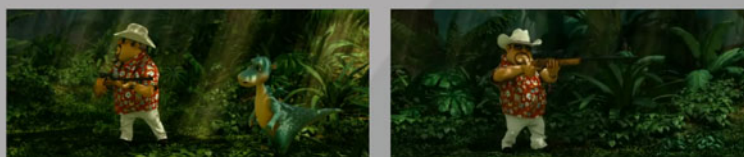
Texturing/Shading/UVs of all background and hero elements
 (except rock dome) including burning embers on trees

Humvee - Crysis Game Model Test - 2007



Texture painting / UVs
 Maps only use handpainted textures
 except for smaller pieces

Jungle - Impys Island 2 - 2008



Texturing/Shading/UVs of groundplane and all plants

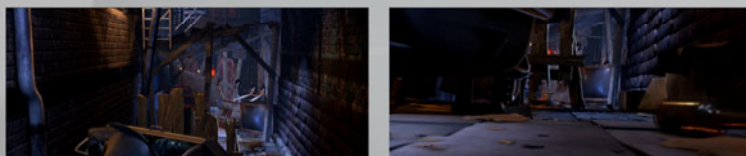
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Beach - Impys Island 2 - 2008



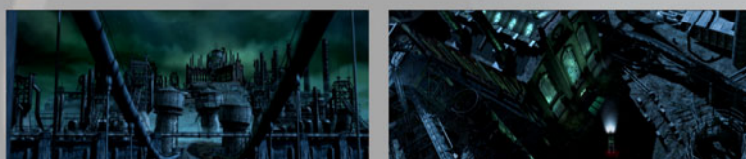
Texturing/Shading/UVs of groundplane,
palmtrees, all plants & Paint FX.
Shading of Ocean (FX)

Alley - Boo, Zino & the Snurks - 2004



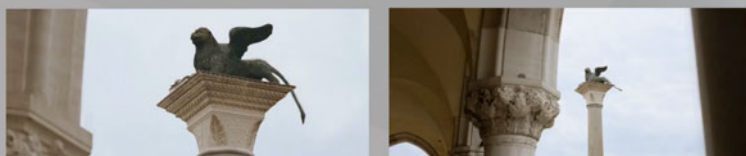
Surfacing of alley walls and ground, trash container and
trash bag, some cardboardboxes on the ground,
wooden boards, glass bottle

Factory - Boo, Zino & the Snurks - 2004



Surfacing of main factory building & chimneys, pipes,
steel & refinery constructs, smaller buildings and foreground wall

Lion - The Thief Lord- 2006



Texturing of Lion