

Demo Reel Breakdown

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All models and textures by me.
Models created in Maya 8.5 and textured in Photoshop.

| No. | Title | Description |
|-----|-------------------|--|
| 01 | Atlas the Fish | Modeled September 2008. Full facial setup of over 50 blend shapes. Textured in Photoshop. Color, Bump, Transparency, Diffuse, and Specular Maps. Rig by Zach Hansen and Brice Miret. |
| 02 | Octopus | Modeled December 2008. Original character design. Textured in Photoshop. |
| 03 | Don Quixote | Modeled January 2009. Original character design. Textured in Photoshop. |
| 04 | SBC-4 WWII Plane | Modeled October 2008. From reference photographs. Textured in Photoshop. |
| 05 | Chauncey | Modeled August 2008. Original Character Design. Textured in Photoshop. Color and Transparency Maps. |
| 06 | Low Poly Delorean | Modeled October 2008. From reference photographs. Low Poly. Textured in Photoshop. |
| 07 | Lloyd the Fish | Modeled February 2009. Full facial setup of over 20 blend shapes. Textured in Photoshop. Color, Bump, Transparency, and Specular Maps. Rig by Michael Navarro. |

Reel Duration: 2:46

Music written and performed by me, along with Daniel Miller, Richard Relak, and Shawn Nichols.