



Master Mantis

Show:

Kung-Fu Panda:
Legends of Awesomeness

Responsible For:

Texturing of Master Mantis character
for all shots that he is in, creating
shading networks, sculpting of
normal maps

Programs Used:

Maya, Photoshop, Body Paint,
Mudbox





Jade Palace Interior

Show:

Kung-Fu Panda:
Legends of Awesomeness

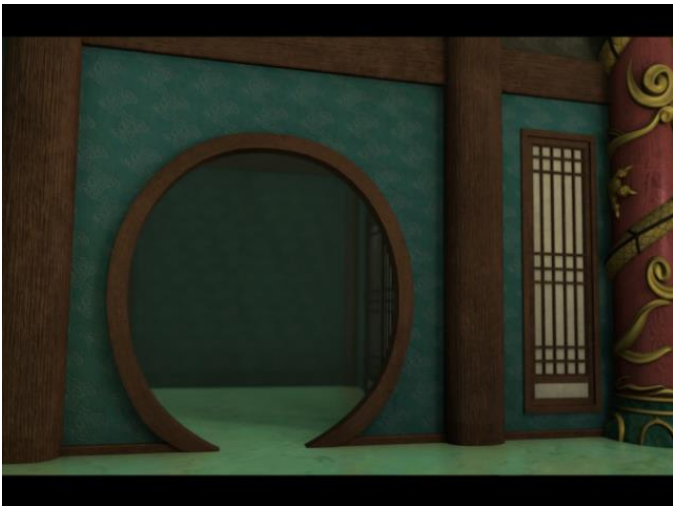
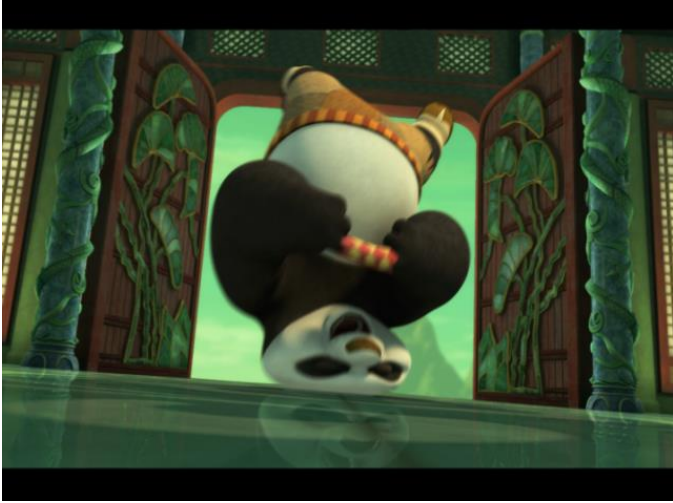
Responsible For:

Texturing of Jade Palace interior set
for all shots shown, creating shading
networks, Sculpting of normal maps

Programs Used:

Maya, Photoshop, Body Paint,
Mudbox





Chorh-Gom Prison Cell

Show:

Kung-Fu Panda:
Legends of Awesomeness

Responsible For:

Texturing of Chorh-Gom Prison
Cell set for all shots shown,
creating shading networks,
Sculpting of normal maps

Programs Used:

Maya, Photoshop, Body Paint,
Mudbox





Cable

Personal Project

Responsible For:

Modeling, UVs, sculpting normal maps, texturing, hair creation, creating shading networks, lighting

Programs Used:

Maya, Photoshop, ZBrush, Mari, Shave & A Haircut





RESPONSIBLE FOR: ENVIRONMENT

Kasserine Pass Environment

Show:

Patton 360

Responsible For:

Modeling, UVs, sculpting normal maps, texturing, creating shading networks, lighting of Kasserine Pass Set

Programs Used:

Maya, Photoshop, Body Paint, ZBrush



RESPONSIBLE FOR: ENVIRONMENT, VEHICLES

Sicily Environment & M7 Howitzers

Show:

Patton 360

Responsible For:

Modeling, UVs, sculpting normal maps, texturing, creating shading networks, lighting of vehicles and Sicily set

Programs Used:

Maya, Photoshop, Body Paint, ZBrush



Sherman Tanks

Show:

Patton 360

Responsible For:

Modeling, UVs, sculpting normal maps, texturing, creating shading networks for Sherman Tanks

Programs Used:

Maya, Photoshop, Body Paint, ZBrush



Sherman Tanks

Show:

Patton 360

Responsible For:

Modeling, UVs, sculpting normal maps, texturing, creating shading networks for Sherman Tanks

Programs Used:

Maya, Photoshop, Body Paint, ZBrush



Cityscape

Show:

Nissan Murano
2008 Superbowl Spot

Responsible For:

Camera projection modeling,
texturing, creating shading
networks for photorealistic
cityscape

Programs Used:

Maya, Photoshop, Body Paint



Floating Buildings & Props

Show:

Nissan Murano
2008 Superbowl Spot

Responsible For:

Camera projection modeling,
texturing, creating shading
networks, sculpting normal maps
for photorealistic buildings

Programs Used:

Maya, Photoshop, ZBrush



Cityscape

Show:

Nissan Murano
2008 Superbowl Spot

Responsible For:

Camera projection modeling,
texturing, creating shading
networks for photorealistic
cityscape

Programs Used:

Maya, Photoshop, Body Paint



Floating Buildings & Props

Show:

Nissan Murano
2008 Superbowl Spot

Responsible For:

Camera projection modeling, texturing, creating shading networks, sculpting normal maps for photorealistic buildings

Programs Used:

Maya, Photoshop, ZBrush



Disney Planes Interstitial

Project:

Interstitial for Planes movie featuring Pixar Cars characters.

Responsible For:

Modeled, UVed, textured, created foliage and created lighting for environment. Cleaned up models, UVed and textured Cars characters. Modeled, Uved and textured Planes logo.

Programs Used:

Maya, Photoshop, Body Paint, Zbrush



Manarctica

Show:

Fanboy and Chum Chum

Responsible For:

Texturing of Manarctica character, creating shading networks, sculpting of normal maps

Programs Used:

Maya, Photoshop, Body Paint, Mudbox



Master Splinter

Show:

Teenage Mutant Ninja Turtles

Responsible For:

Texturing of Splinter character, creating shading networks, sculpting of normal maps

Programs Used:

Maya, Photoshop, Body Paint, Mudbox



Raphael

Show:

Teenage Mutant Ninja Turtles

Responsible For:

Texturing of Raphael character for all shots that he is in, creating shading networks, sculpting of normal maps

Programs Used:

Maya, Photoshop, Body Paint, Mudbox

