

SHOT BREAKDOWNS

In order of appearance per project:

TRIBAL ALIEN personal project:

- Concept in Zbrush and Photoshop
- Modeling, lighting/rendering in Maya Mental Ray
- Sculpted in Zbrush
- Textured in Mari and Photoshop

HARRY POTTER AND THE DEATHLY HALLOWS PT. 1:

- Designed and Sculpted Voldemort's face deformities for Horcrux apparition
- Modeled and textured Wizard Statue in the Ministry of Magic
- Modeled Runcorn digital double flushed down toilet
- Modeled Umbridge's Patronus Cat
- Modeled Ministry of Magic Elevator set extension
- Modeled Malfoy Manor digital set

THE ATEAM:

- Textured Tank

NIGHT AT THE MUSEUM- BATTLE OF THE SMITHSONIAN:

- Textured skin maps for Octavius digital double
- Textured giant shoes
- Textured Thinker sculpture

VIOLINIST personal project:

- Modeled, lighting/rendering in Maya Vray
- Sculpted in Zbrush
- Textured using Bodypaint, Mari, Photoshop
- Composited in Photoshop