
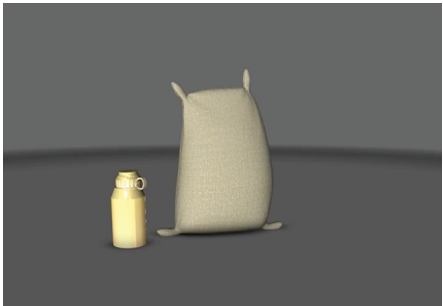
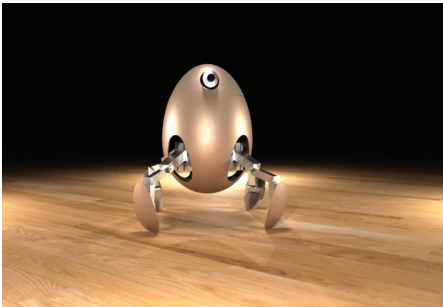




## 3D Modeling and Animation Reel

Project Title, Thumbnail & Timecode	Program(s) Used	Role(s) & Responsibilities
<p>“Blavin the Garden Gnome” (2018)</p>  <p>(0:04 - 0:11)</p>	<ul style="list-style-type: none"> <li>• Maya 2018</li> <li>• Arnold Renderer</li> <li>• Mudbox</li> <li>• After Effects</li> <li>• Photoshop</li> </ul>	<p><b>Modeling:</b></p> <ul style="list-style-type: none"> <li>• Modeled character in polygons from own design</li> </ul> <p><b>Rigging:</b></p> <ul style="list-style-type: none"> <li>• Character rigged in Maya HumanIK</li> <li>• Added custom controls for fingers and eyes</li> </ul> <p><b>Lighting/Rendering:</b></p> <ul style="list-style-type: none"> <li>• Textured in Maya, Photoshop, &amp; Mudbox</li> <li>• Lit and Rendered in Arnold</li> <li>• Final output and color correction in After Effects.</li> </ul>
<p>“Flour Sack and Thermos” (2018)</p>  <p>(0:11 - 0:18)</p>	<ul style="list-style-type: none"> <li>• Maya 2018</li> <li>• Maya Hardware Renderer</li> <li>• After Effects</li> </ul>	<p><b>Modeling:</b></p> <ul style="list-style-type: none"> <li>• Thermos/mug modeled in polygons from photo reference</li> </ul> <p><b>Animation:</b></p> <ul style="list-style-type: none"> <li>• Animated Foursack to react to surroundings (model, rig, &amp; texture by Joe Daniels)</li> </ul> <p><b>Lighting/Rendering:</b></p> <ul style="list-style-type: none"> <li>• Textured, lit, and rendered in Thermos/mug Maya</li> <li>• Final output in After Effects.</li> </ul>
<p>“Bell-Egg-Bottom” (2018)</p>  <p>(0:18 - 0:38)</p>	<ul style="list-style-type: none"> <li>• Maya 2018</li> <li>• Arnold Renderer</li> <li>• Mudbox</li> <li>• After Effects</li> <li>• Photoshop</li> </ul>	<p><b>Animation:</b></p> <ul style="list-style-type: none"> <li>• Planned &amp; storyboarded dance sequence to “Bellbottoms” by the John Spencer Blues Explosion</li> <li>• Textured in Maya and Photoshop</li> </ul> <p><b>Lighting/Rendering:</b></p> <ul style="list-style-type: none"> <li>• Used Maya 2018’s lighting interface to properly light, and special attributes to the character</li> <li>• Lit and Rendered in Arnold</li> <li>• Final output and color correction in After Effects</li> </ul>

\* Many of these projects can be seen in their entirety upon request