

## 3D/Visual Effects Artist

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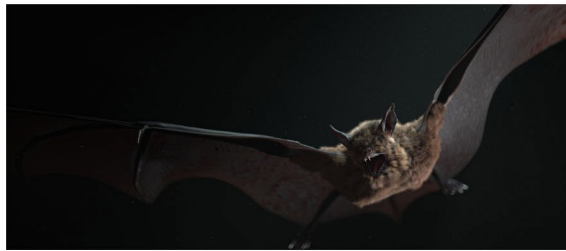


### Generalist Reel Shot Breakdowns

00:04 - T-70 X-Wing

Responsible for: All aspects

Software used: Maya, Zbrush, Mari, V-Ray, Nuke, Photoshop, Premiere Pro



00:16 - Bat - end credits scene

Modeling, Surfacing, Groom

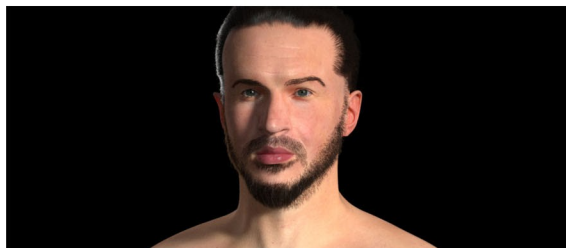
Software used: Maya, Xgen, Zbrush, Mari, V-Ray, Photoshop



00:20 - Bat turntable

All Aspects

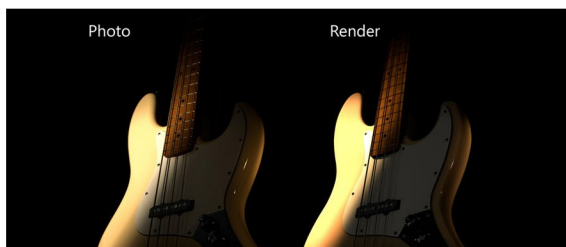
Software used: Maya, Xgen, Zbrush, Mari, V-Ray, Photoshop



00:25 Human bust

All Aspects

Software used: Maya, Xgen, Zbrush, Mari, V-Ray, Nuke, Photoshop



00:31 - Bass guitar

All aspects

Software used: Maya, Zbrush, Mari, V-Ray, Nuke, Photoshop



**0:35 - *The Other Side***

Lighting, rendering, pants and boot dynamic rigs & simulation, pebble simulation, bash comp

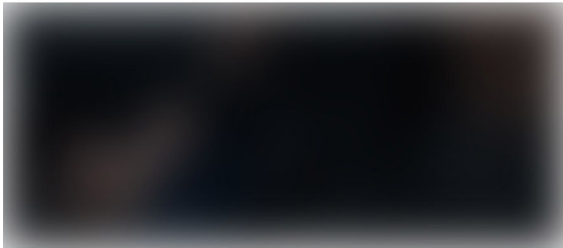
Software used: Maya, V-Ray, Nuke



**00:38 - *The Other Side***

Lighting, rendering, tracking, pants and boot dynamic rigs & simulation, pebble simulation

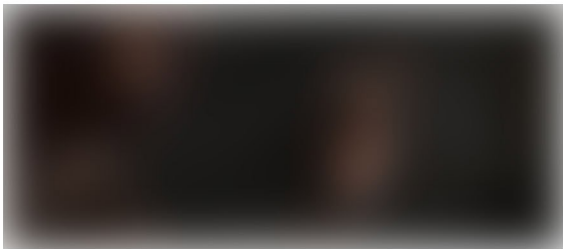
Software used: Maya, V-Ray, Syntheyes



**00:43 - *Hope* - shot 6**

Lighting, rendering, bed, pants and eyelashes assets, compositing, dark hand animation, body low-res sculpt

Software used: Maya, Zbrush, Reality Capture, Xgen, Mari, V-Ray, Nuke, Photoshop



**00:49 - *Hope* - Shot 2**

Lighting, rendering, volumetrics, bass guitar and eyelashes assets, compositing