

## 3D/Visual Effects Artist

Email: [jtmilne.com@gmail.com](mailto:jtmilne.com@gmail.com)

Phone: +64212376132

Website: [jtmilne.com](http://jtmilne.com)

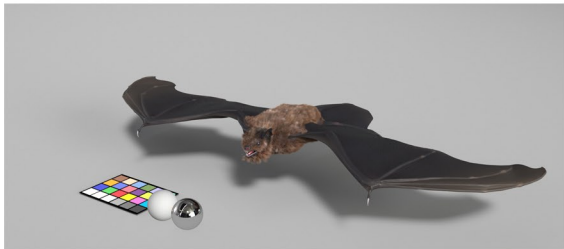
LinkedIn: [linkedin.com/in/jtmilnednb](https://www.linkedin.com/in/jtmilnednb)



### Modeling Reel Shot Breakdowns

00:04 - Bat - end credits scene  
Responsible for: Modeling, Surfacing, Groom

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



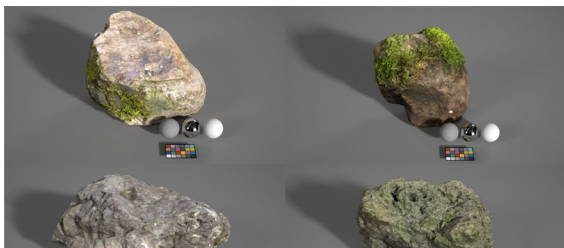
00:08 - Bat close-up & turntable  
All Aspects

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



00:16 - T-70 X-Wing  
Responsible for: All aspects

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



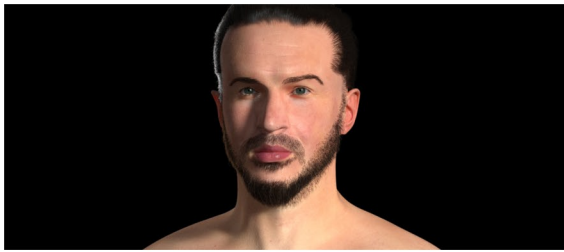
00:32 - Rock photogrammetry  
All Aspects

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



00:36 *Hope* - prop photogrammetry assets  
All Aspects

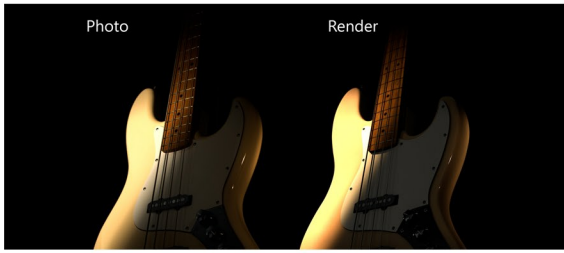
Software used: Reality Capture, Maya, Zbrush, Mari, V-Ray, Photoshop



### 00:38 Human bust

All Aspects

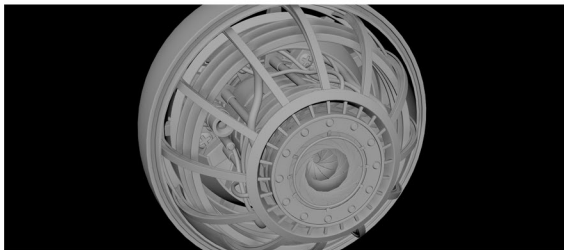
Software used: Maya, Xgen, Zbrush, Mari, V-Ray, Nuke, Photoshop



### 00:44 - Bass guitar

All aspects

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



### 00:54 - Cyborg eye

All aspects

Software used: Maya, Photoshop (concepts/research)