

Reel 2012 – Breakdown

1. Modeling of the fairies. Project: Dora commercial.
2. Lighting and rendering using V-Ray. Project: Wallenda – short film
3. Modeling, texturing, lighting and rendering. Project: Wallenda – short film
4. Modeling environments. Project: Ford F150 commercial.
5. Lighting and rendering using Mental Ray. Project: Wallenda – short film
6. Modeling environments. Project: Ford F150 commercial.
7. Modeling. Project: The Food Network – Diners, Drive-Ins, and Dives
8. Lighting and rendering using V-Ray. Project: Wallenda – short film
9. Modeling. Project: The Food Network – Diners, Drive-Ins, and Dives
10. Texturing of The Joker. Project: DC Universe
11. Contributed to texturing of Batman. Project: DC Universe
12. Lighting and rendering using Mental Ray. Project: DC Universe
13. Texturing of Wonderwoman. Project: DC Universe
14. Lighting and rendering of various shots. Project: DC Universe
15. Modeling of the owl. Project: Dora commercial

Software

Maya

Mental Ray

Mudbox

Photoshop

UV Layout

V-Ray

Zbrush

After Effects (Basic knowledge )