

Demo Reel Breakdown

“Dream Machine”

Contribution: Everything (Modeling, Shading, Animation, Compositing)
Duration: Approximately 20 hours of design and modeling, 10 hours of animation
Software: Maya 5.0 (polygons, nurbs, sub-D's), Photoshop 7.0, After Effects 6.5
Details: This began as a school project for my 3D Modeling course in which I was asked to invent a machine. I took it a step further through animation to bring my “Dream Machine” to life, using Maya Dynamics to realistically capture the swinging motion of the cables. I also wanted to find a creative way to highlight the underlying polygonal geometry of the model, which is demonstrated by the sweeping “x-ray” beam.

“Dust to Dust”

Contribution: Animation, Set Modeling
Duration: Overall project: two-years thus far; Depicted animations: 2-5 hours each
Software: Maya 6.5 (polygons)
Details: This animation short entitled Dust to Dust was part of an ongoing two-year collaborative effort produced by the University of Pennsylvania ACM SIGGRAPH student chapter. I contributed numerous shots of animation of the main Dusty character depicted here, as well as much of the set modeling and overall organization of the project. The final renders are currently in progress, so I included Maya playblasts on my reel.

Male Figure

Contribution: Everything (Modeling, Shading, Maya Paint-Effects)
Duration: Approximately 40 hours total
Software: Maya 6.5 (polygons), Photoshop 7.0
Details: This was modeled for my Digital Figure Modeling course. The goal was to learn and understand precise human anatomy and design a model that reflected correct anatomical proportions, as well as underlying bone and muscle structures. The head of the model is a self-portrait reflecting my own features, and the hair was generated through Maya Paint-Effects. I also developed a shading network to capture the visual qualities of realistic skin.

“Polar Play”

Contribution: Everything (Modeling, Shading, Animation, Editing)
Duration: Approximately 80 hours for the entire project
Software: Maya 6.5 (polygons), Photoshop 7.0
Details: This project began with a polar bear walk cycle for my Animation course and later developed into a two-minute animation short. I utilized Maya Dynamics to create the snow and polar bear's breath, Maya Fur for the polar bear, and light fog for the hazy atmosphere. I also generated numerous textures and shaders to portray the arctic world.

"All I Have"

Contribution: Everything (Modeling, Shading, Animation, Editing, Compositing)

Duration: Approximately 100 hours for the entire project

Software: Maya 6.5 (polygons), Photoshop 7.0, After Effects 6.5

Details: This project was a fully-animated two-and-a-half minute music video for a song entitled "All I Have" by a local Arizona band named Sidetracked. I used a mix of extremely low polygon models with rich and detailed textures to create an interesting visual contrast. I modeled, rigged, and animated more than thirty characters and designed six distinct environments for the video.

Models Montage

Contribution: Everything (Modeling, Shading, Compositing)

Duration: Dragon: 15 hours; F117 Stealth Jet: 8 hours; Female figure: 30 hours

Software: Maya 6.5 (polygons), Photoshop 7.0, After Effects 6.5

Details: These models demonstrate some of the breadth of my modeling experience. I have modeled numerous creatures and animals, including this dragon, which was designed as a character project for my 3D Modeling course. I created the F117 jet for the documentary film Our Bombs. For this film I was asked to model a number of historic and current aircrafts, as well as missiles and bombs. The female figure is one of many human models I have created, and was produced for my Digital Figure Modeling course.

Still Images & Fine Art

Contribution: Everything (Modeling, Shading, Drawing, Painting)

Duration: Various pieces of various lengths

Software/Media: Maya 6.5, Photoshop 7.0, Watercolor, Pencil, Colored Pencil

Details: This final segment portrays several still images, as well as artwork that highlights my fine arts skills and artistic capabilities beyond the computer. I have been drawing and painting all of my life, and these pieces represent a range of my work.