

Modeling Reel 2010 - BREAKDOWN

1. Ship (2010)

Modeled in Maya over 2 weeks for a short animation.
Landing gear and appendages rigged over an additional 2 weeks.
Shaded procedurally using Maya's hypershade.
Rendered in RenderMan for Maya.

2. Turtle (2010)

Modeled in Maya over 2 weeks as part of Character Animation II class.
Proper edgeflow for smooth deformation considered during modeling stage.
Face rigged for blendshape creation over an additional 1 week.

3. Camera (2010)

Modeled in Maya over 2 days as a personal project.
Procedurally shaded and bumpmapped with hypershade.
Lit with spotlights and rendered in RenderMan for Maya.

4. Hydrant (2009)

Modeled in Maya over 3 days as a personal project.