

Showreel Breakdown January 2012

Harry Potter and the Deathly Hallows II

Matchmove, 3D Modelling, Texturing and Lighting of all set elements.
Snitch model: Retopology from a High Resolution 3D scan using 3D Coat.

MS1: Maximum Security 1 (previously known as Lockout)

Lighting of space battle sequence.
Animation of Spacecraft, Cameras and Debris.

Grub (short film)

Modelled and textured set elements.

LadyHawke

Ford Thunderbird Modelled, lit and rendered for this rotoscope styled music video.

Monk Boy Character

Rigging and animation exercise.

Rigging and Animation: Maya
Lighting: Maya
Compositing: After Effects

Hornet Model

Modelling : Maya and Z brush
Texturing : Photoshop
Lighting: Maya & Mental Ray

Robot Dog

Quadruped Run cycle exercise.

Rigging and Animation: Maya
Lighting: Maya

Droid - Weapon Catch

Animation exercise

Rigging and Animation: Maya
Lighting: Maya

Tribal Mask

Modelling : Maya and Z brush
Texturing : Photoshop
Lighting: Maya & Mental Ray

