

Oblivion



Modeled and sculpted canyon model designed for use in FX for water simulation and for Environment projection painting. Worked with team for layout and damage of skyscrapers. Modeled using Maya and ZBrush.

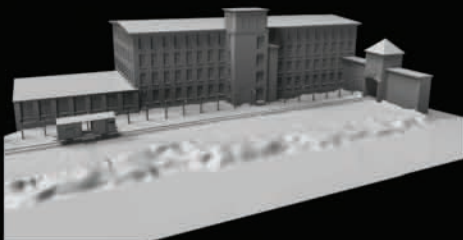


Exterior spaceship model - modeled exterior of ship and doors for to be fully functional in rigging and animation. Based on concept art and previs. Modeled using Maya.

Shutter Island



Opening shots - Footage from the film "Shutter Island". Footage depicts the Dachau Concentration Camp set that was LiDAR scanned for re-modeling purposes, as well as the actual models in the film. LiDAR scanned sets on location, processed data and remodeled and UVed set and train.



Dachau Concentration Camp Remodel - Acquired, aligned, merged and polygonized point cloud data using PointScape, SL Toolkit, and LeiosMesh. Modeled set structures using Maya. Ground plane modeled by Steve Chapman. Nazi Eagle Emblem modeled by Yoshi DeHerrera.



Train Car Remodel - Acquired, aligned, merged and polygonized point cloud data using PointScape, SL Toolkit, and LeiosMesh. Modeled and UV mapped train car in Maya for use in duplicating original filmed train car into an entire train.

Destroying Angel



Personal Project - Modeled in Maya using photography and NEX plug-in, sculpted in ZBrush, UV mapped in Maya and Unfold3D, and generated Ambient Occlusion and Normal Maps from Maya, xNormal and Photoshop.



Modeled in Maya using photography and NEX plug-in, sculpted in ZBrush, UV mapped in Maya and Unfold3D, generated Ambient Occlusion and Normal Maps from Maya, xNormal and Photoshop, and textured using Maya, ZBrush, ZAppLink plug-in, Photoshop and my own photography.

One Per Person



Modeled all character blendshapes for Manager for use in Rigging and Animation for animated short. Modeled using Maya and ZBrush.