



## DEMOREEL BREAKDOWN SHEET



Title: **Mother Ship Project**

Focus Area: Lighting, Compositing and Modeling

Duration: 5 weeks

Extra Info: Background shot in HVX, 6.30am in the morning at the beach.

The wires and inner ship details were generated by maya tools that I have created..



Title: **A Dark Alley**

Focus Area: Lighting and Compositing

Duration: 3 weeks

Extra Info: Models are downloaded from the web. The work is a mood recreation referencing Jesse van Dijk a concept artist. Textures and extra modeling are done by me.



Title: **Mini - SpaceShip**

Focus Area: Lighting and Compositing

Duration: 3 weeks

Extra Info: Footage is shot on a HVX 100p digital Camera.

Spaceship modeled and textured by me.



Title: **The Garden**

Focus Area: Lighting and Compositing

Duration: 3 weeks

Extra Info: Footage is shot on a DVX 100 digital Camera.

The Patio is modeled and textured by me..



Title: **Gummy Match**

Focus Area: Lighting and Compositing

Duration: 3 weeks

Extra Info: Background layout is setup by me and shot by Gaki.

Gummy Package is modeled and textured by me.

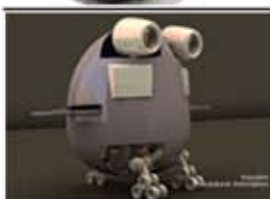


Title: **Zen Mp3 Model**

Focus Area: Modeling, texturing and lighting

Duration: 3 days

Extra Info: The aim is to match up with the real Zen Mp3 just by doing a pure cg render.



Title: **Robot Egg**

Focus Area: Procedural Animation

Duration: 3 weeks

Extra Info: Fully modeled, lit and rendered in houdini. This animation runs without any key frames, its fully run through digital assets and expressions.



Title: **RSL Water Shader Animation**

Focus Area: RSL scripting

Duration: 3 weeks

Extra Info: The water shader is an example of RSL layered noise scripting.

Color and reflection is generated off an image map through RSL scripting too.



Title: **Pyhton Wire Generation Tool**

Focus Area: Python Scripting

Duration: 3 weeks

Extra Info: This wire generation tool creates wires by recording particle positions and drawing curves through those positions.

This concept for generating wires is inspired by matrix sentinals.