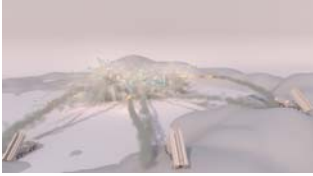


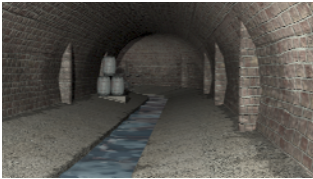
## Demo Reel Breakdown

### **Demo Introduction - Name and Demo Exploding**



- Created all elements and Effects
- Maya (Modeling, Animation, Texturing, Fluid and Particle Simulation, Lighting, Rendering, Mental Ray)
- After Effects (Compositing)

### **Tunnel Flood**



- Created all elements and Effects
- Maya (Modeling, Texturing, Lighting, Rendering, Mental Ray)
- RealFlow (Flood simulation, Realwave simulation)
- NUKE (Compositing)

### **Legion (Feature Film)**



- Composited all the shots.
- Fusion (Compositing)
- Tracking, Matte extracting, color correcting, blending 3d objects, rotoscoping.

## Milk Pour



- Created all elements and Effects
- Maya (Modeling, Texturing, Animation, Mental Ray, Lighting, Rendering)
- RealFlow (Milk Pour)
- After Effects (Compositing)

## Dirt Girl World



- Tracked Dirt Girl and Scrap Boy head and Body.
- Used PFTrack for tracking and Maya for Matchmoving.
- Lead a team of 4 Trackers
- Tracked 52 episodes

## Gas Station Fire



- Maya (Fluid Simulation, Lighting, Rendering)

## Survival of the Dead (Feature Film)



- Fusion (Compositing)
- Muzzle effects, color correcting, rotoscoping, tracking
- Head shots and wounds
- Blending natural elements into shot

## **Pilgrim Progress**



- Maya (Modeling, Dynamics, Texturing, Animation, Lighting)
- After Effects (Compositing)

## **Kichen Room**



- Lighting and Rendering
- Room Model provided by Jeremy Birn
- Created texture and Lighting
- Rendering using Mental Ray

## **Creature on Balcony**



- Created all elements
- Model, Texture, Lighting using Maya
- Rigged Character using Maya
- Maya Software rendering
- Composited with NUKE

## **3d Scene and Character with Headphones**



- Created all elements
- Model, Texture, Lighting, Rigging, Rendering using Maya
- Composited using Shake