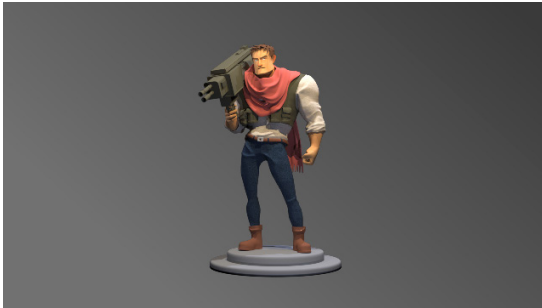


# DEMO REEL SHOT BREAKDOWN

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## “Fighter” Turntable Animations (0:03 - 0:13)

- Modelling, lighting, animation in Autodesk Maya
- Stock textures and hand-painted textures
- Referenced from original concept sketches/paintings
- Rendered from Maya using Arnold



## “Fighter” Concepts (0:14 - 0:23)

- Sketches in Sai and Adobe Photoshop
- Paintings, character exploration in Photoshop
- Responsible for all aspects



## “Bakery” Renders (0:24 - 0:37)

- Modelling, lighting in Autodesk Maya
- Stock textures and hand-painted textures
- Referenced from original concept sketches/paintings
- Rendered from Maya using Arnold



## “Bakery” Concepts (0:38 - 0:44)

- Sketches in Sai and Photoshop
- Referenced images of bakeries taken on a trip to New York



## “Sopwith Camel” Turntable Animations (0:45 - 0:57)

- Modelling, lighting in Autodesk Maya
- Stock textures and hand-painted textures
- Referenced from Sopwith Camel photos/blueprints
- Rendered from Maya using Arnold

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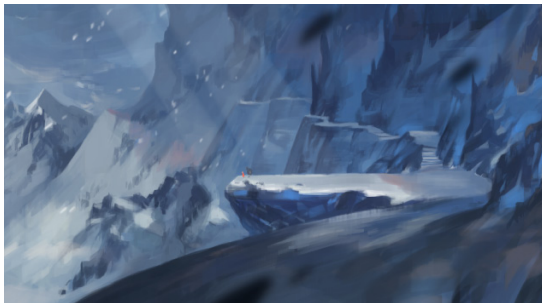
## “Campervan” Renders (0:58 - 1:06)

- Modelling, lighting in Autodesk Maya
- Stock textures and hand-painted textures
- Referenced from original concept sketches/paintings
- Rendered from Maya using Arnold



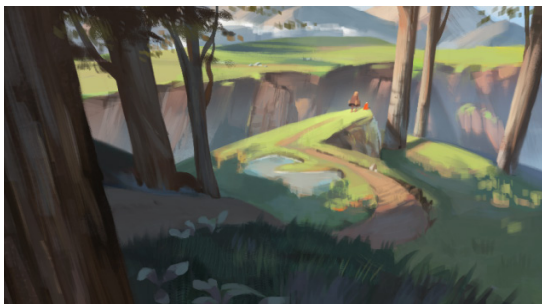
## “Campervan” Concepts (1:07 - 1:31)

- Sketches in Sai and Adobe Photoshop
- Interior, prop, lighting experiments in Photoshop
- Responsible for all aspects



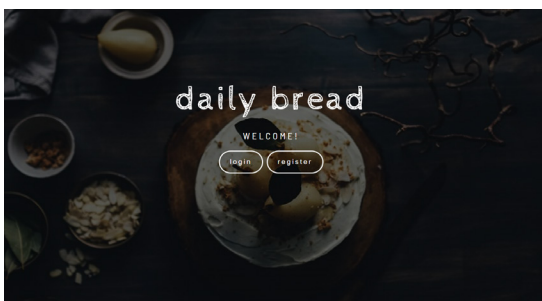
## “Snowstorm” Environment Concept (1:32 - 1:37)

- Painted in Adobe Photoshop
- Responsible for all aspects



## “Hilltop” Environment Concept (1:38 - 1:44)

- Painted in Adobe Photoshop
- Inspired by Kings Canyon National Park
- Responsible for all aspects



## “Daily Bread” Recipe Web App (1:45 - 2:22)

- Coded in JavaScript, used NodeJS, EJS, Express
- Data collections in MongoDB
- Original web design w/ HTML/CSS
- Food pictures from online
- Responsible for all other aspects