

Demo Reel Breakdown Sheet

- 1.**
0:04-0:07 Zombieland- Logan, 3d Modeling, object placement, lighting
Software used: Maya
- 2.**
0:07-0:10 Swiss Legend, All credit
Software used: Photoshop, Illustrator, Maya, Nuke, After Effects
- 3.**
0:10-0:12 Zombieland- Logan, 3d Type Modeling, Proxy geometry modeling
Software used: Maya
- 4.**
0:12-0:13 THQ- Blind, 3d texture artist
Software used: Photoshop, Illustrator, Maya
- 5.**
0:13-0:18 GE Clean Energy, On location shooting, 3d Modeling, Animation, Lighting, Compositing
Software used: Canon t2i DSLR, Maya, Nuke, After Effects
- 6.**
0:18-0:21 Verizon Training Ground- Blind, All credit
Software used: Photoshop, Illustrator, Maya, After Effects
- 7.**
0:21-0:25 Kibbles 'n Bits- Blind, All credit
Software used: Maya, After Effects
- 8.**
0:25-0:29 Sony make.believe, All credit
Software used: Maya, Photoshop, Nuke, After Effects
- 9.**
0:29-0:34 Vanquish- Logan, 3d Modeling, UV Layout
Software used: Maya
- 10.**
0:34-0:40 Finish Line- VFX Supervisor, Rotoscoping, Compositor
Software used: Canon t2i, Maya, Nuke

11.

0:40-0:45 THQ- Blind, 3d texture artist

Software used: Maya, Photoshop, Illustrator

12.

0:45-0:49 Harbour Club, All credit

Software used: Maya, Photoshop, Nuke, After Effects

13.

0:49-0:55 Galeana no. 8, VFX Supervisor, Compositor

Software used: Nuke

14.

0:55-1:04 Zombieland- Logan, 3d Modeling, object placement, lighting

Software used: Maya

15.

1:04-1:06 Vanquish- Logan, 3d Modeling, UV Layout

Software used: Maya