

Demo Reel Breakdown

Breakdown follows models on reel in the order they appear.

The Traveler

- I created this model based on concepts by Haitao Su
- Character body was sculpted in Zbrush and then retopologized with Topogun.
- Texture work done with Mari
- UV's created in UV Layout

The Cyclist

- Based off concepts by Ben Klein
- Base mesh created in Maya
- UV's created in UV Layout and Maya

The Rider

- Based off concepts by Ignacio Bazan Lazcano
- Horse mechanical plates are a combination of Zbrush extraction and Topogun
- Character was built in Zbrush and Maya
- UV's created in UV Layout, Zbrush and Maya

Fall of the Matador

- Bull base mesh created in Maya
- Character was created using Zbrush
- Fibermesh used to generate hair for the bull
- UV's created in UV Layout

A Street Shark

- Based off concepts by Haitao Su and "Street Shark" show
- Base mesh in Maya and Zbrush
- Textured with Mudbox
- UV's created in UV Layout and Maya

Geppetto's Workshop

- Based off concepts by Haitao Su
- Meshes created in Zbrush
- Retopologized in Zbrush and Topogun
- Textured in Mudbox
- UV's created in UV Layout and Zbrush