

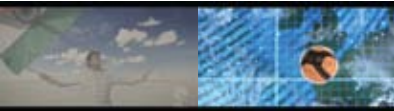
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Shot Breakdown

Shot 1- *Infinite Love* - A.R. Rahman 2012 - Work done during the BakedFx internship. Modeled and textured various assets for the ship while working with the shot lead. Textures created using Photoshop and models in Maya.



Shots 2-6- *Infinite Love* - A.R. Rahman 2012 - Roto work done as needed for the compositing artists. Created using Nuke. Soccer ball made using Maya and Vray textured with Photoshop.



Shot 7- *Science Fiction* 2012 - Scene provided by the lighting challenge. Completely open ended challenge, users were allowed to modify and light the scene how they wanted. Rendered with Vray, composited final with Nuke and minor adjustments in After Effects.



Shot 8- *Audi R8* 2012 - Reworked a previous live action project. Shot the background plate. Minor modeling adjustments. Lit and textured the model with Vray. Final compositing in Nuke.



Shot 9- *Natural History* 2012 - Base scene provided by the lighting challenge. Work on this as my final for class at Gnomon. Created textures in Photoshop and using Vray shaders and lights. Rendered with Maya Vray and final composited with Nuke.



Shot 10- *Trapt* 2010 - Group project, Set dressed the scene and lit both the environment and the character using Maya 2009 rendering with Mental Ray.



Shot 11- *Trapt* 2010 - Group project, lit both the character and the environment. Also worked with others on a script for a light to represent the flickering of the flames.

