

01 – “Night Light”

Responsible for modeling, lighting, key frame animation, fire, and rendering in Maya.

Using three blue spot lights (key, fill, and rim) and an orange point light for the fire. The fire is a 3D fluid container with the translation parent constrained to the wrist control. The orange point light is parent constrained to the fluid container. I also rendered an ambient occlusion pass to composite over the color pass in After Effects. The animation could use some more work and needs more movement in the torso. I would also make the rim light more defined. The background is a picture from the web with a blue color adjustment on a camera image plane.

Character was rigged by Jorge Cereijo and textured by Sarah Niederstadt.

02 – Selected Shots from Motion Capture Animated Short

Motion capture group project at The University of Texas at Dallas in Spring 2010.

Responsible for all modeling and UVs and some motion capture data cleaning in Vicon iQ.

Models were done in Maya and UVs were done in Maya and Headus UVLayout.

03 – Character Model from 01 and 02

Responsible for model sheet, modeling, UVs, and the ambient occlusion map.

This character model needed to have the same joint locations and limb lengths as the motion capture actor that would be driving the animation, so I drew the model sheet on top of the actor, scanned it, colored it in Photoshop, and put them on image planes to model on top of in Maya 2010. UVs were done in Headus UVLayout. The ambient occlusion map was rendered in xNormal and then used as a starting point for the color map. Hair textured by Sarah Niederstadt.

04 – Russian Gas Mask

Responsible for modeling in Maya.

05 – Toy Car

Responsible for modeling in Maya with orthographic references on image planes.

Reference images provided by Todd Fechter.

06 – Minority Report Police Helmet

Responsible for modeling in Maya and UVs in Headus UVLayout.

Modeled for the motion capture animated short.

07 – Antique Radio

Responsible for modeling in Maya.

Reference provided by Todd Fechter / Google Images.

08 – Remote Control

Responsible for modeling in Maya with orthographic references on image planes.

Reference images provided by Todd Fechter.

09 – Wizard Painting Light Study

Oil painting done on 24” x 30” canvas. This concept inspired the “Night Light” animation.

10 – Typographic Self Portrait

Created in Adobe Illustrator CS3 with a photograph on a template layer, using mostly the Text on a Path Tool and manually resizing each individual letter.

11 – T-Shirt Design

Vector art created in Adobe Flash and Illustrator CS3.