

2006 Demo Reel Shot Breakdown List

	<p>My work: models, textures, UV layouts Tools: Maya, Photoshop, ZBrush Notes: low-poly models, hand-painted textures, background horse done in ZBrush Credits: original painting from “The Red Tree” by Shaun Tan</p>
	<p>My work: models, shaders, concept drawing Tools: Maya, DarkTree Notes: subdivision, NURBS and polygon models Credits: HDRI data from Sachform Technology GbR reference photograph by Stanley London</p>
	<p>My work: models, textures, UV layouts Tools: Maya, Photoshop Notes: low-poly models, hand-painted textures Credits: original painting from “The Lost Thing” by Shaun Tan</p>
	<p>My work: models, shaders, textures, composition Tools: Maya, DarkTree, Photoshop Notes: subdivision and polygon models, PaintFX tree, hand-painted sky texture, last shot is of a DarkTree shader network Credits: reference sculptures by Heather Baker and Ann P. Smith HDRI data from Dosch Design GmbH</p>
	<p>My work: some models, all textures, all UV layouts Tools: 3ds Max, Photoshop Notes: optimized and rebuilt geometry, all shots are in-game Credits: stadium belongs to Super Mario Strikers by Next Level Games</p>
	<p>My work: models, textures, UV layouts Tools: 3ds Max, Photoshop Notes: Credits: concept by Next Level Games</p>

	<p>My work: models, textures, UV layouts Tools: Maya, Photoshop Notes: Credits: concept art by Feng Zhu background sky photo by Fred Espenak</p>
	<p>My work: model, texture, UV layout Tools: 3ds Max, Photoshop Notes: low-poly model (550 tris) Credits: concept by Next Level Games</p>
	<p>My work: texture Tools: Photoshop Credits: concept by Next Level Games</p>
	<p>My work: models, textures, UV layouts Tools: 3ds Max, Photoshop Notes: poly reduction from 2050 tris to 660 tris</p>
	<p>My work: life drawings Tools: pencil Notes: pose times as shown</p>
	<p>My work: paintings, reference photo (kitchen) Tools: Photoshop, Painter Credits: reference photo (houses) by Elzbieta Kaminska</p>
	<p>My work: painting, concept, reference photo (donkey) Tools: Photoshop</p>

Music: "La Lettre d'Explication" by Yann Tiersen.