

Shot Breakdown



Spaceship & Silo: Modeled, rigged, and animated scene for director approval.



Fezziwig's warehouse alley wireframe: Wireframe and final render of Fezziwig's warehouse alley, showing final detail.



Scrooge's office exterior: Modeled Scrooge's office exterior including new and withered sign.



Scrooge's office wireframe: Wireframe of office exterior as well as interior. UV grid applied to show texture resolution.



Fezziwig's warehouse interior: Final lighting version of Fezziwig's interior.



Fezziwig's warehouse interior: Warehouse interior wireframe, with UV grid applied to show texture resolution.



Replace Geometry Python Script: This is a quick demo of a python script I wrote for my current department. It replaces repetitive objects with different geometry.



F- 16: modeled, UVed, textured, lit and rendered model using Mental Ray. Model is a compilation of NURBS, sub division surfaces, and polygonal geometry.



Alien Spaceship: modeled and UVed final production model including interior sets.