

## 3D REEL BREAKDOWN SHEET

### **SHOT 1 GAME OF THE WEEK**

Using logos as references, I modeled, textured, animated, and rendered the animation which I later composited and effected with Maya, Mental Ray, Photoshop, Illustrator, and After Effects.

### **SHOT 2 ALIEN REACTOR CORE**

I modeled, textured, animated, and rendered this shot with Maya and Mental Ray and created the final composite with After Effects.

### **SHOT 3 USC TROJANS FOOTBALL**

Using logos as references, I modeled, textured, animated, and rendered the animation which I later composited and effected with Maya, Mental Ray, Photoshop, Illustrator, and After Effects.

### **SHOT 4 UNIVERSITY OF ARIZONA**

Using logos as references, I modeled, textured, animated, and rendered the animation which I later composited and effected with Maya, Mental Ray, Photoshop, Illustrator, and After Effects.

### **SHOT 5 ANNIVERSARY COMMEMORATIVE**

With a provided photograph, I modeled, textured, animated, and rendered a coin which was added to a final composite created with Maya, Mental Ray, Photoshop, and After Effects.

### **SHOT 6 THE BOGMAN**

I modeled, textured, animated, and rendered this shot with Maya and Photoshop.

### **SHOT 7 THE SCORPION BODY ARMOR**

I modeled, textured, animated, and rendered this shot with Maya, Mudbox, and Photoshop.

### **SHOT 8 THE WIRE RUN**

I modeled, textured, animated, and rendered this shot with Maya, Photoshop, and After Effects.