

The following list is a shot by shot explanation of what I was responsible for on this reel. For shots that simply say "everything," I was responsible for everything on screen, unless otherwise noted. Many shots also include a short description of the software or techniques involved.

0:02:27 – 0:04:27 (Pumpkin)

- Everything. I created the pumpkin in Maya and the rest of the scene in Photoshop and After Effects.

0:05:28 – 0:30:18 (Speed Racer)

- Developing and maintaining the production pipeline
- Troubleshooting the renders and breaking them up into separate passes
- Rigging all of the vehicles and characters
- Mapping/UV on all of the vehicles,
- Lighting/Shading the set

0:30:19 – 0:37:01 (Spiderman and Nick Fury)

- Shot 1 – Rigging and character animation
- Shots 2 and 3 – Rigging and character animation. Lighting, shading, camera, and compositing.

0:37:02 – 0:38:27 (Spiderman vs. Doc Ock)

- For this project, we used 3D characters in Maya to create a 2D graphic novel style. In these shots, I was responsible for character setup, toon shading, camera, animation, and compositing.

0:38:28 – 0:42:25 (Truck Destruction)

- I shaded and rigged the truck, modeled the blend shapes, created alternate texture maps for the destruction, animated the effect, and rendered the scene.

0:42:26 – 0:55:04 (Facial Rig)

- Everything, except for the base mesh. This is a facial rig that I created in Maya. It employs custom sliders that control major facial movements via expressions, and a layer of on-face GUI for more detailed control.

0:55:05 – 0:57:07 (Bongos)

- Everything. I created the bongos in Maya and rendered them in Mental Ray with Final Gather.

0:57:08 – 1:00:20 (Robot)

- Everything. This is work in progress of a robot that I am modeling in Maya.

1:00:21 – 1:05:03 (Interrogation)

- Everything, except for the character model and rig. I created this piece for an online character animation contest.

1:05:03 – 1:09:11 (Ivy Film Festival)

- Everything, except for the original poster design. In 2007, I was asked by the Ivy Film Festival to create an animated bumper to play in between film blocks. I created a studio style fly-through based on their publicity posters. I produced the project in After Effects.

1:09:12 – 1:12:23 (Stethoscope)

- Everything.

1:12:24 – 1:16:06 (Kung-fu Card)

- Everything.

1:16:07 – 1:29:09 (Man vs. Door)

- Everything.

Audio design by Matt DiPierro