

Demo 2014 Breakdown

00:05 - 00:11	Textured Tattoo
00:11 - 00:13	Modeled and Texture entire CG Wall
00:13 - 00:15	Modeled and Textured CG Mutant Tongue
00:15 - 00:18	Full Character Digital Double Scan Data retopologized and then parts modeled and then fully Textured.
00:18 - 00:20	Fully Textured Character and Model and CG wall.
00:20 - 00:22	CG wall intergrated into live plate .
00:22 - 00:25	Textured Tattoo that is projected onto live plate.
00:25 - 00:29	Hero Digital Double of a Main Character Retoped from scan data and then Textured .
00:29 - 00:47	Hero Digital Double Character Retopologization of scan data and Texturing.
00:47 - 00:54	Digital Double Character 's Scan Data Clean up and Retoping and Texturing.
00:54 - 00:59	CG Character low poly model and texture used for Massive Simulation
00:59 - 01:04	CG wall Modeled and Textured
01:04 - 01:10	Full Character Digital Double Scan Data retopologized and then parts modeled and then fully Textured.
01:10 - 01:12	Beauty and the Beast Series fully Modeled and textured neck lock and look Development as well.

01:12 - 01:17	Did Character Finaling Work on shot dealing with animation fixes. Also problem solving Rendering issues of multiple palettes of enormous amounts of characters.
01:17 - 01:21	Textured the Bench and developed its wood shader
01:21 - 01:24	Character Finaling Fixes of Bucket from Breaking in background of Greyson Character. Character in the bucket would flip through bottom orient became inverted.
01:24 - 01:27	Bench shown in shot textured and I animated the Trolley and Character Finaled the rest of the elements such as cars and the people walking.
01:27 - 01:29	Character Finaled Surely Squirrel make sure contact points with phone pole were held when displacement was applied.
01:29 - 01:33	Did first pass of Lighting work and pre lighting comp setup with effects applied.
01:33 - 01:38	Textured and Developed shader of Hero Character prop Nut Bag on Surely Squirrel's back.
01:38 - 01:41	Lighting passes for comp.
01:41 - 01:52	Texture and Shader development of NutBag and Bridge as well as some first pass lighting.
01:52 - 01:56	Texture and Shader of creation of Hero prop The Nut Stick in the character Buddy's hands.
01:56 - 02:07	Texture and Shader of creation of Hero prop Andy's deck of cards Backpack.
02:07 - 02:14	Character final work checking Fur palettes and contact points.
02:14 - 02:17	Texture and Shader of creation of Hero Vehicle Police Car that is used for all Police cars in movie.
02:17 - 02:25	Painted Wood Texture and Shader of Fence Mole is trying to get through.
02:25 - 02:34	Multiple shots of Police car Texture and Shader being used.

02:34 - 02:42	Texture and Shader of creation of Hero Shark Fin's.
02:42 - 02:47	Underworld Awakening Modeled and Texture building to the right. and did texturing and Window painting for Matte painting department for said building and 3rd building back on the left.
02:47 - 02:49	Underworld Awakening Modeled and Texture buildings in the background.
02:49 - 02:52	Underworld Awakening Modeled and Texture of Werewolf Lycan Skull all done in Zbrush. Creating maps Diffuse, Specular, Bump, and Displacement.
02:52 - 02:56	Underworld Awakening Modeled and Texture buildings in the background.
02:56 - 03:00	Underworld Awakening Modeled and Texture Hero building to the Right on screen and background builds some textured and Modeled and textured Bridge to far background top left.