

Modeling Demo 2016 Breakdown

00:10 - 00:45	Flying Monkey I modeled using Zspheres in zbrush then extracted different areas for sculpting and finally retopologized for rigging
00:45 - 01:04	Modeled and Sculpted 20 year old version of Esteban from the older version of himself. Software used was Maya and Zbrush process went through 3 revisions from Disney TV.
01:04 - 01:30	Modeled and Sculpted 10 year old version of Esteban from the older Esteban and the software that was used was Zbrush and Maya.
01:30 - 01:39	Modeled and Sculpted Baby Esteban mostly from scratch and modeled using Maya and Zbrush software.
01:39 - 01:43	Bit Jack modeled entirely in Maya
01:39 - 01:50	Bit Whirly modeled entirely in Maya
01:50 - 01:56	Bit Ray modeled entirely in Maya
01:56 - 02:08	Fiendish Soldier 3d Scan and then retoped in topogun and zbrush and model in maya as well.
02:08 - 02:20	Uriel 3d Scan and then retoped in topogun and zbrush and model in maya as well.
02:20 - 02:20	Personal work main torso and head modeled in Zbrush and Arms and lower body modeled in maya.