

## Demo Reel Breakdown

1. "*Sub*" (2009) – Maya, RenderMan, Shake – HD 1080
  - This eleven-shot short was produced within ten weeks from concept to completion. All of the work was completed by me with the exception of the sub texture painting (Travis Button) and the special "sucking" effects (Chris Wilson).
2. "*Space*" (2009) – Maya, RenderMan, Shake – HD 1080
  - This 1200 frame camera drift was part of a collaborative project that spanned eight weeks. My responsibilities included the planet, the ncloth-driven surface nebulae, the probe lighting, the space debris, and small fluid-driven nebulae.
3. "*Lilies*" (2007) – Maya, mental ray – 2880 x 1400 pixels
  - The illustrative watercolor experiments I do in my free time inspired this high resolution print.
4. "*Movement*" (2007) – Maya, mental ray – 8892 x 5100 pixels
  - This print piece was an experiment using procedural modeling and texturing techniques in Maya. Professor and Maya master Ken Huff's work inspired me to create a piece using the same techniques.
5. "*Antique Vase*" (2008) – Maya, mental ray, Shake – HD 720
  - The vase is the only computer-generated element in the shot. The vase material is completely procedural and the photograph was taken by the artist.
6. "*Still-Life*" (2008) – Maya, mental ray, Shake – HD 720
  - This still-life piece was created in grayscale to explore how values in light move through an image. A new method for rendering the subsurface scattering shaders on the grapes allowed for the lighting to be done completely in Shake.
7. "*Window*" (2008) – Maya, mental ray, Shake – SD
  - This piece was an exploration into the balance of light in a scene motivated by strong outdoor key and a subtle indoor lamp. The model of the sofa was provided by EverMotion.
8. "*Trash Talk*" (2008) – Maya, mental ray, Shake – HD 720
  - My responsibilities included surfacing, lighting, and rendering. Al Contreras provided the story, models, rigs, and animation.
9. "*Traditional Artwork*" (2005-2009) – charcoal, digital photography
  - All pieces created to study composition, form, weight, materials and lighting through direct observation. More traditional work available upon request.

## Supplemental material

### "MEL script demo - jtrSnakes" (2008)

- This script utilizes the flexibility and functionality of particles to create dynamic curves in abstract or practical purposes. The curve generation tool takes into account particles living and dying during runtime. Custom profiles can also be loaded into the NURBS extrusion tool rather than default circles. The twisting forms in Dale Chihuly's glass sculptures (photograph available in piece 9) originally inspired the creation of this script. This script has been used for various projects, including the cables on the underbelly of the submersible and the tentacles of the monster in "*Sub*" (see piece 1).