

2024 | HIGHLIGHT REEL | BREAKDOWN

Music by **De La Soul**

- AOI: Bionix (Instrumental), Held Down

The Wild Robot

- The Graveyard, basalt beach ground plane, rocks & cliffs: micro-dressing, textures & materials
- Projection Rock, cliff & log: micro-dressing, textures & materials
- Mussel Shoals, basalt beach ground plane: micro-dressing, textures & materials
- Ship Entrance: textures & materials
- **Software Used:** Maya, Houdini, Substance Painter, Substance Designer, & Photoshop

Ruby Gillman Teenage Kraken

- Ruby's Bedroom, interior & props: textures, materials, fur & woven cloth
- Gillman's Livingroom & Kitchen: textures, materials, fur & woven cloth
- Oceanside High School, ground plane & buildings: micro-dressing, textures & materials
- Kraken Palace, ground plane & building: micro-dressing, textures & materials
- Destroyed library, ground plane, building: micro-dressing, textures & materials
- Oceanside tidal landing, tetrapods & ground plane: micro-dressing, texture & materials
- **Software Used:** Maya, Houdini, Substance Painter, Substance Designer, & Photoshop

The Bad Guys

- Wolf's Car: textures & materials
- Police Cars: textures & materials
- City Streets & Highways ground planes: micro-dressing, textures & materials
- Los Angeles River, lair entrance ground plane: micro-dressing, textures & materials Police Wagon, interior & exterior: textures, & materials
- Beach, ground plane & cliffs: micro-dressing, textures & materials
- Lair Basement Entrance & Elevator: textures & materials
- Chase Freeways & ground plane: textures & materials
- **Software Used:** Maya, Houdini, Substance Painter, Substance Designer, & Photoshop

Trolls World Tour

- Volcano Rock City, arena, caldera & speaker kits: textures, materials, fuzz/fur, & embroidery
- Symphonyville, buildings: textures, materials, fuzz/fur, embroidery & burning edge treatment
- Funk City, ground plane & buildings: textures, surfacing, finsel, & fuzz/fur
- **Software Used:** Maya, Houdini, Substance Painter, Substance Designer, & Photoshop

Frozen II

- Enchanted Forest, ground plane & foliage: initial texture & material setup
- Aspen Trees: textures & materials
- **Software Used:** Maya, Zbrush. Proprietary; Paint3d, Dlight, Hyperion, Xgen, & Bonsai

Ralph Breaks the Internet

- Litwak's Office, interior & props: textures & materials
- Slaughter Race, Lead artist: textures, materials, & micro-dressing
- Internet Buildings, Lead artist: proceduralization & deliverables setup; textures, materials, variants, kits, & holographic signs

- Disney Princess Room, interior & props: textures & material
- Yesss's Office, interior & props: textures & materials
- **Software Used:** Maya. Proprietary; Paint3d, DLight, Hyperion & Xgen

Moana

- Kakamora Barge, Lead artist: textures & materials
- Wayfinding Voyage Canoes: micro-dressing, textures & materials
- Canoe Moana: micro-dressing, textures, materials & variants
- **Software Used:** Maya. Proprietary; Paint3d, Dlight, Hyperion & Xgen

Zootopia

- Downtown Zootopia Plaza, ground plane: textures & materials
- Downtown Building Exteriors: City Hall, Train Station, & Police Station, foliage; micro-dressing, textures & materials
- Police Station Interior, foliage: textures, & materials
- Meter Maid, ground plane, buildings, props: micro-dressing, textures & materials
- Lemming Brothers Bank, bridge: micro-dressing, textures & materials
- Paw-cicle stand, props: textures & materials
- **Software Used:** Maya. Proprietary; Paint3d, Dlight, Hyperion, Xgen & Bonsai

Big Hero 6

- San Fransokyo Torii Bridge: micro-dressing, textures, & materials
- SFIT Campus, ground plane & foliage: micro-dressing, textures & materials
- SFIT Main Entrance Building: textures & materials
- SFIT Exhibition Hall exterior, building, ground plane & foliage: micro-dressing, textures, & materials
- SFIT Exhibition Hall interior, exhibition booths, stage: textures & materials
- **Software Used:** Maya, Zbrush. Proprietary; Paint3d, Dlight, Hyperion, Xgen, & Bonsai

Frozen

- The Dungeon: textures & materials
- Marshmallow snow monster: textures & materials
- Forest Pine Trees: textures & materials
- **Software Used:** Maya. Proprietary; Paint3d, Xgen, Dlight, & Hyperion

Wreck It Ralph

- Saitine "Satan" character: textures & materials
- Sour Bill, character: textures & materials
- Tapper's Bar, Tapper character, environment & props: textures & materials
- Tapper's Bar, closet interior & props: textures & materials
- **Software Used:** Maya. Proprietary; Paint3d, DLight, & Xgen

Tangled

- Hair Swing Tree, tree & ground plane: micro-dressing, textures, & materials
- Forest Tree: textures & materials
- Canoe: textures & materials
- **Software Used:** Maya. Proprietary; Paint3d, DLight, Dendro & Xgen