



## Shading Reel Breakdown

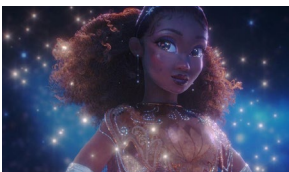
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### 1. Cars 3 (Various Prop Shading)

RenderMan, Paint3D, Photoshop, and Katana

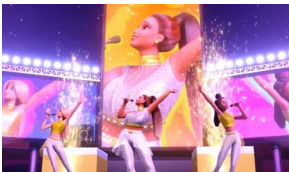
Responsible for shading of hay barrel, engine, anchor, tire, radio, picture frame, and various other set prop pieces. Completed during a Set Shading internship at Pixar Animation Studios. Most props were shaded using a combination of Katana and .ptex maps painted in Paint3D to achieve art directable looks.



### 2. Evening Star Princess

Arnold, Substance Designer/Painter, XGen, MASH, Mudbox, Maya, Marvelous Designer

Responsible for all aspects. Modeling and sculpting was accomplished with Maya and Mudbox. Procedural generation of geometry (beads/orbs) accomplished with MASH. Dress/capelet was constructed in Marvelous Designer. All hair (hair styling, body/glove fur) done using XGen. Sparkle geometry was used with XGen archiving across surface of dress. Based on a concept by Dylan Bonner.



### 3. Barbie: Epic Road Trip

RenderMan REYES, Substance Painter, Maya

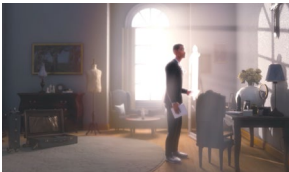
On this project, I got to work on lots of different set pieces, props, and characters for this interactive movie for Netflix with Mattel. It was an interesting challenge using RenderMan REYES again, and for the show, the metallic option was not to be used. So we relied on a lot of creative and artistic solutions to execute various looks such as satin and metals.



### 4. Call of Duty: Infinite Warfare Cutscene - Blur Studio (Prop/Set Shading)

V-Ray and 3DS Max

Responsible for asteroid debris shading and elevator shaft shading. Asteroids were shaded using procedural maps for displacement and diffuse. Elevator shaft was shaded through a combination of painted maps and procedural shaders. Completed during internship at Blur Studio.



### 5. Vows Senior Film (Character and Prop Shading)

RenderMan, Maya, NukeX, Mudbox, Mari, ZBrush, and Photoshop

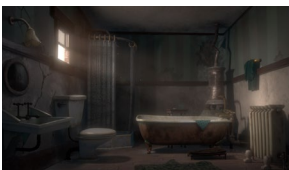
Responsible for direction, character shading, prop shading, set finalization, lighting, and compositing. Led a crew of approximately 30 people (from pre production through post) to create a completed short film that went on to be a part of over 30 international film festivals.



### 6. Prop Turntable

Arnold, Mari, Maya, NukeX, Mudbox, and Photoshop

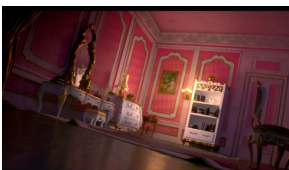
Responsible for all components. Modeled and shaded based on actual items acquired from a local antique store. Took hi quality photos for texture reference and painting in Mari and Mudbox.



### 7. Bathroom Scene

Arnold, XGen, Maya, Substance Painter, Mudbox

Responsible for all aspects. Modeling done in Maya. Debris placed with XGen archiving. All set texturing using Substance Painter. Based on a concept by Armand Serrano for Zootopia.



### 8. Charlotte's Room

RenderMan, Maya, NukeX, Mudbox, and Photoshop

Responsible for all components, except concept art (from Disney's *The Princess and the Frog*). Set up camera to establish layout, and modeled everything based on the reference. Cloth created using simulations, and maps mostly painted in Mudbox.