

Demo Reel Breakdown

Sequence	Title	Technique/Tool	Artistic Responsibilities
Shot 1	Tonight's Special (1)	Maya 8.5, Renderman, Photoshop, Premiere	I am responsible for all the work involved in making this piece.
Shot 2	I'm Not Mad	Maya 8.5, Renderman, Photoshop, Premiere	I animated the character. I modeled and textured the background. Character was modeled, rigged, and textured by Alex Marino.
Shot 3	Tonight's Special (2)	Maya 8.5, Renderman, Photoshop, Premiere	I am responsible for all the work involved in making this piece.
Shot 4	Hold and Hit	Maya 8.5, Renderman, Photoshop, Premiere	I am responsible for all the work involved in making this piece.
Shot 5	Tonight's Special (3)	Maya 8.5, Renderman, Photoshop, Premiere	I am responsible for all the work involved in making this piece.
Shot 6	Walk Cycle	Maya 8.5, Photoshop, Premiere	I am responsible for all the work involved in making this piece.
Shot 7	Tonight's Special (4)	Maya 8.5, Renderman, Photoshop, Premiere	I am responsible for all the work involved in making this piece.
Shot 8	CAMS EFFECT (LP)	Maya 8.5, Photoshop, Premiere	I am responsible for all the work involved in making this piece.
Shot 9	Bayside Youth Room	Maya 8.5, Photoshop, Premiere	I modeled the room and all the props and animated the camera. Textures and lighting were done by Adam Cromie.