

REEL BREAKDOWN

ALL CHARACTERS ON THIS REEL WERE KEYFRAME ANIMATED BY DAVID RODRIGUEZ.



SHOT 01 : PIRANHA 3D

Animated piranhas for feature film.



SHOT 02 : KID & CREATURE

Animated kid/creature. I modeled the hallway/Texture/Lit. Added blur in After Effects.



SHOT 03 : LUDICROUS

Modeled & Textured Environ. BG composite in After Effects.



SHOT 04: Angry Creature

Modeled, textured, lit environment. AE composite



SHOT 05 : SPIDERMAN

Modeled & Textured environment. Rendered using Mental Ray.



SHOT 06 : BASEBALL

Rendered using HDRI. Composite BG in After Effects.



SHOT 07 : SQUIRRELS

Modeled & Textured environment. Lit using Global Illumination.



SHOT 08 : SOLDIER

Modeled, textured environment. Composite smoke in After Effects.



SHOT 09 : CLIMB

Modeled & textured Environ.



SHOT 10 : ASSASSIN

Animated in 3D Max.



SHOT 11 : CRAWLER

Lit with HDRI. Composite fog in After Effects.



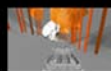
SHOT 12 : RUNNER

Animated in 3D Max. Modeled Buildings.



SHOT 13 : NINJA

Paint Effects Environment. Rendered with Mental Ray.



SHOT 14 : T-REX

Animated T-Rex using 3D Max. In-game animation



SHOT 15 : JAGUAR

Used 3D Max CAT Rig.



SHOT 16 : HORSE

Lit using Ambient Occlusion.

ALL RIGS DOWNLOADED FROM CREATIVECRASH.COM.

WWW.SOLIDTIMING.COM