

Reel Breakdown

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Film Work

- 0:06 - Modeled WABAC server room and mirror vault (Mr. Peabody and Sherman)
- 0:08 - Modeled WABAC machine exterior and interior (Mr. Peabody and Sherman)
- 0:30 - Modeled Santa's sleigh. (Rise of the Guardians)
- 0:39 - Modeled several of the background characters in this shot. Created template generic character mesh for film that *all* subsequent generic characters used (Mr. Peabody and Sherman)
- 0:54 - Modeled exterior and interior of Peabody's highrise apartment (Mr. Peabody and Sherman)
- 0:58 - Modeled Paul character (Mr. Peabody and Sherman)
- 1:04 - Modeled Mona Lisa character (Mr. Peabody and Sherman)
- 1:10 - Modeled Van Gogh character (Mr. Peabody and Sherman)
- 1:17 - Modeled owl family tree, interior and exterior (Legend of the Guardians)
- 1:27 - Led a small team of modelers for the creation of Tyto forest and established tree creation workflow in Maya. Final forest environment was created with 30+ unique trees (fern, oak, pine & redwood, not all are shown on reel) (Legend of the Guardians)
- 1:31 - Modeled Twilight's lute (Legend of the Guardians)
- 1:41 - Modeled cantina environment and props (Puss in Boots)
- 1:50 - Modeled buildings for the village of San Ricardo environment (Puss In Boots)
- 2:02 - Modeled crows (Puss In Boots)
- 2:10 - Modeled all bridge destruction elements. Worked closely with layout and FX departments (Puss In Boots)
- 2:20 - Modeled VW Beetle, interior and exterior. Car was created in Maya, and then 3D printed in separate pieces, assembled, and used on a stop motion set. Modeled to meet VW standards for an official movie tie-in. (Coraline)

Personal Work

- 2:28 - Modeled St. Petersburg environment using Maya and Zbrush
- 2:30 - Modeled train engine using Maya
- 2:32 - Modeled and textured Sassafras Sam character. Used Maya for basic form, Mudbox for high-res detailing and Photoshop for texturing
- 2:32 - Sculpted generic head using Zbrush
- 2:38 - Modeled Leonard Nimoy using Maya
- 2:39 - Modeled Tinkerbell character using Maya
- 2:42 - Sculpted Ziegfeld girl character using Zbrush