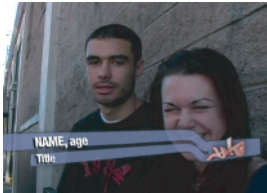


SHOT LIST



Lower Thirds

An animated graphics for YOTV. I took a similar 2D graphic and logo then modeled it in Maya. I also composited the graphic for standard usage for the show.

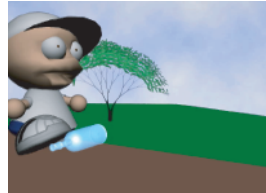
2005



Opening

An opening credit for YOTV. I am responsible for all aspects of this project which include modeling, texturing, animating, and lighting the entire scene in Maya.

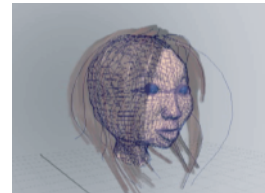
2005



Persistence

An animated short for an individual project at U.C. Berkeley.

2004



Werid Creepy Head

Experimental project I did just for fun and as practice for modeling, hair, and blendshapes.

2004



Tic Tac Toe

Individual project for a summer class at the Academy of Art College. This was completely hand animated on my own.

2000



EQ Building

An experimental effect. I modeled the building and added an animated equalizer texture in Maya. Then it was imported in Final Cut Pro to create the glowing window effect.

2005



B-Boy

Another individual project for a summer class at the Academy of Art College. Also entirely hand animated on my own.

1999



Puffers

A fish I modeled and textured in 3ds Max that was later used in a class project at the Bay Area Video Coalition.

2005



Eroshambo

And this was the class project. My responsibilities include the model of the pufferfish as well as model and texture of the urban background.

2005

