









What

2015 Acura NSX I created a studio environment, textured the car and illuminated the scene

Baroque Pearl I created the model and scene in its entirety.

HP Beats Monitor. I set up the scene, lit and rendered it.

Beats Pill I did texturing and Lighting for this scene.

Backpack I modeled, textured, lit and animated this project

Pearl Necklace I created this model, lit, textured and rendered this scene

Pearl and Silver Necklace.

Solo project I created entirely in Modo

Tree Frog

Modeling, texturing, lighting, rendering

Specialized Cycling Glove.

Modeling, texture, lighting, rendering.

Fashion Handbag

modeling, texturing, lighting, animation.

Samsung Gear S2

This was modeled entirely in modo. I also textured and lit the scene.

Starbucks Travel Mugs

modeled, textured and rendered.

Snake

modeled, mapping, animation, rendering

Building

model, texture, rendering

Shelf Elf

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Modeled, textured, scene layout, render all elements in the scene

Mens Fashion Belts

I modeled, textured and rendered all elements in this scene

Gerber Utility Knife.

I modeled, textured and light

same as above

Hood Ornament

Model, texture, light, render

Crow Bass Guitar

Modeled, textured, light,
scene layout and rendered.

Crow Bass Guitar Close Up

Modeled, textured, light,
scene layout and rendered.

Pinup Chair

Model, textured light,
animated

Toyota Commercial

I modeled the lightbulbs and
placed them in the scene.
Then created the illumination
element.

Merceded Commercial.

Contributed to the texturing
of the model

Aston Martin Commercial.

I light the buildings in the
scene.

Aston Martin Commercial.

I contributed to the surfacing of the model.

HP Beats Monitor.

Modeled and lit the environment.

Acura Commercial

modeled bird elements

Absolute Commercial,
layout elements for the
scene.

Hotels.com commercial

modeled custom elements
for miniture hotel rooms
including glass cube

History Channel

documentary Modeled
creature and envirohnmen.,
lighting, atmosphere,
animation including school of
fish.

Boat

I modeled the boat and
shore, textured and lit the
scene. Then animated the
scene.

How

Using a CAD model I positioned the car and added lights. Used Modo

Used Modo's organic modeling tools and replicators to create the chain

Used a client supplied CAD model and stripped it of all unnecessary parts then created the scene and textured all the parts based on item specs

Though I did not model this object I created the lighting and composition.

I used Modo, and Photoshop to create this model.

Everything was created in Modo.

I used the render curve function then froze the geometry cache then textured and rendered the scene.

I created the frog model and rigged it for animation. I painted the frog in Modo. I used photomapping on the leaves.

I created this project as a test for a client and to test a certain modeling technique

Basic modeling techniques in Modo were used to create a cloth like form for the purse.

This was built entirely in modo without the aid of cad data. The client only provided photographs

I used the procedural textures as a displacement for the patterns

This was based on a hi rez photo supplied by the client. Basically this was a photomapped project

I created this project based on a photo that I found on the web. I wanted to see if I could simulate the metal and glass photorealistically.

The elf was created in Zbrush and all other elements were created in modo.

I created the graphics in photoshop and added them to my Modo models.

This was a Mesh Fusion centric project built entirely within Modo.

I used procedural textures to achieve the oxidized chrome texture and crackled acrylic face.

Modo, mesh fusion, and photo mapping of wood and slate materials

same as above

I used mesh fusion to create the chair model.

Modo and Lightwave was used extensively in this project. I was one of a small team of animators on this project

Used Lightwave 3d to achieve the surfacing.

I was provided with a rather large scene of New York and and to create illuminated textures for the digital flyover.

Used Lightwave 3d to achieve
the surfacing.

this was a simple model
created in Modo for the
commercial

This was a shot that required a flock of birds to change direction with an audio cue


This scene required hundreds of models of items you might find in a nightclub so we mostly did scene layout of premade models.

Standard Modelling gig. I used some Modo and Lightwave.

I used Zbrush to create the pleasaurs and instances for the rocky ground.

Atomospherics was added in the comp.

this was a standare Modo project that was inspired by a photograph. I wanted to see how close I could get to photorealism.



why

This was one of several Modo exercises for my students at Honda/Acrua R&D

This was created for one of the Foundry's promotional videos.

This was a client commercial project.

This was created as a commercial client project.

This was a test project I created in order to train a Backback manufacture in the use of Modo

This was created for one of the Foundry's promotional videos.

This was an exercise in how to use illustrator curves in Modo

This was a project just for fun

This was a client commercial project.

This hand bag was created for a Foundry Marketing video.

This was a client commercial project.

This was a project just for fun

This was a client commercial project.

This project was created just for fun.

This was created as a fun project for The Foundry's annual Christmas Card contest.

This was created for a Foundry workflow video

This was a project just for fun

I created this project as a test
for metallic textures

This project was created just
for fun.

same as above

this was created for a Modo
how to video.

This was created as a
commercial client project.

This was created as a
commercial client project.

This was a client commercial
project.

This was a client commercial project.

This was a client commercial project.

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This was a client commercial project.

This was a client commercial project.

This was a History Channel Documentary, I also supervised the vfx on this show.

This project was created just for fun.























