



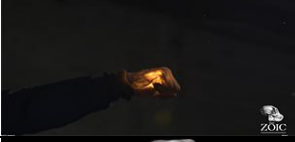











DEMO REEL BREAKDOWN

		<p>Napoleon Bonaparte Crossing the ST. Bernard Pass base on painting by Jacques Louis David : Character sculpting and anatomy study Software: Zbrush</p>
		<p>Piggy Ride: Model, texture and render. Software: Maya, Zbrush, Mari, V-ray</p>
		<p>Voya : Model origami style caterpillar, cocoon and butterfly. Software: Maya, Zbrush, Mari</p>
		<p>Fan Art : Model head Software : Maya, Zbrush</p>
		<p>Iron Fist Model various weapons, props, building, elevator shaft, detail for hands Software: Maya, Zbrush</p>
		<p>Fan Art : Model head Software : Maya, Zbrush</p>
		<p>Immortan Joe: Model and sculpted Software : Zbrush</p>
		<p>Reading is Fundamental : Model three pigs and Humpty Dumpty Software: Maya</p>
		<p>Puma: Model and sculpted Software : Zbrush</p>
		<p>Dinosaur : Sculpted dinosaur Software: Zbrush</p>

DEMO REEL BREAKDOWN

		<p>VERIZON: Model robotic hand and elements. Software: Maya</p>
		<p>VERIZON: Model robotic eye and elements. Software: Maya</p>
		<p>CAPRI SUN: Model, sculpted and textured aliens characters Software: Maya, Zbrush, Mudbox</p>
		<p>Character Sculpting : Model, texture and render Software: Zbrush, Mari, Keyshot</p>
		<p>Coke Zero: Model inside, outside elements for can for football stadium, also model blimp. Software : Maya</p>
		<p>LEGO : Model and layout city buildings. Software: Maya</p>
		<p>Google: Model and texture two dinosaurs Software: Maya, Zbrush</p>
		<p>Shaman: Model and sculpted Software Maya, Zbrush</p>
		<p>Hunger Games VR: Model and sculpted Software : Zbrush</p>
		<p>Green Mountain Coffee : Environment modeling: houses, coffee shop, motorboat Software : Maya, Zbrush</p>

DEMO REEL BREAKDOWN

		<p>I Can't believe it's not a butter: Model and sculpt whale and props. Software: Maya, Zbrush</p>
		<p>Snickers: Model tree Software: Maya, Zbrush</p>
		<p>Rings: Model skeleton, furnace, birdcage, girl, and forest Software: Maya, Zbrush</p>
		<p>Northrop-Grumman: Modeling, texturing XB-35 (Flying wing), props and vehicles. Software Maya, Mari</p>