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Demo Reel Breakdown

	<p style="text-align: right;">1 - Yunity Systems Logo</p> <p>Involvement: Conceived and produced all animation and effects for movie.</p> <p>Production Constraints: Total Time – 1 day. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 6, Combustion 3</p> <p>Shot Breakdown:</p> <ul style="list-style-type: none">• Responsible for all modeling, texturing, lighting, animation, rendering, and effects in 3ds Max 6.• All compositing and color correction via Combustion 3.
	<p style="text-align: right;">2 - Luxo Jr. Turntable</p> <p>Involvement: Conceived and produced all animation for movie.</p> <p>Production Constraints: Total Time – 3 days. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 6</p> <p>Shot Breakdown:</p> <ul style="list-style-type: none">• Responsible for all modeling, texturing, lighting, animation, and rendering in 3ds Max 6.
	<p style="text-align: right;">3 - iPod Jettin'</p> <p>Involvement: Conceived and produced all animation for movie.</p> <p>Production Constraints: Total Time – 2 days. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 7, Combustion 3</p> <p>Shot Breakdown:</p> <ul style="list-style-type: none">• Responsible for all modeling, texturing, lighting, animation, rendering in 3ds Max 7.• All compositing and color correction via Combustion 3.

	<p style="text-align: right;">4 - Slide Portrait</p> <p>Involvement: Conceived and produced all animation for movie.</p> <p>Production Constraints: Total Time – 1 day. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 7, Combustion 3</p> <p>Shot Breakdown:</p> <ul style="list-style-type: none"> • Responsible for all modeling, texturing, lighting, animation, and rendering in 3ds Max 7. • All compositing and color correction via Combustion 3.
	<p style="text-align: right;">5. CBS Sports - PGA Golf Promo</p> <p>Involvement: Modeled background elements, camera animation, chroma keying live-action golfer from Beta SP capture. Sequence 3 production.</p> <p>Production Constraints: Total Time – 4 weeks. Design and output generated from ten, dual-processor 2 GHz Intel P4 system configured for network rendering via Backburner 2 and one Avid running on Mac G3.</p> <p>Software: 3ds Max 7, Combustion 3, Backburner 2, Avid</p> <p>Shot Breakdown: Working with a CBS creative director our team of eight animators replicated a PGA Golf promo.</p> <ul style="list-style-type: none"> • Modeling background platforms and video screens. • Captured live action golfer and produced final composite of promo using Avid. • Chroma keying of live action golfer with Combustion 3. • Responsible for all texturing, lighting, animation, rendering and effects of Sequence 3 in 3ds Max 7. • All compositing, color correction of Sequence 3 in Combustion 3. • Established network rendering with Backburner 2.
	<p style="text-align: right;">6. NYIT Solar Decathlon Logo</p> <p>Involvement: Developed visual concept and directed all animation and effects for movie. Ported movie for mobile handheld devices.</p> <p>Production Constraints: Total Time – 1 day. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 7, After Effects 6.5, Lathe 1.1</p> <p>Shot Breakdown: Directed an intro animation for NREL’s 2005 Solar Decathlon.</p> <ul style="list-style-type: none"> • Model created from an Illustrator file that was imported into and modified in 3ds Max. • Animation via 3ds Max 7. • Effects and compositing via After Effects 6.5. • Movie ported to Symbol mobile handhelds using Lathe 1.1.

	<p style="text-align: center;">7. NYIT Solar Decathlon House (Pre-Vis)</p> <p>Involvement: Conceived and produced all animation for movie.</p> <p>Production Constraints: Total Time – 3 days. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 7, Combustion 3</p> <p>Shot Breakdown: Pre-vis animation used for school promo clips and collection of ten animations.</p> <ul style="list-style-type: none"> • CAD model was imported, modified, textured, lit, and animated using 3ds Max 7. • All compositing and color correction via Combustion 3.
	<p style="text-align: center;">8. NYIT Solar Decathlon House – Collection</p> <p>Involvement: Storyboarded, scripted, directed, produced, and provided voice-overs for a collection of eight computer animated shorts which explained the design principles and energy systems of NYIT's entry in the 2005 Solar Decathlon. Ported movies to mobile handheld devices for public house tours.</p> <p>Production Constraints: Total Time – 2 weeks. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 7, Combustion 3, Sony SoundForge 7.0</p> <p>Shot Breakdown:</p> <ul style="list-style-type: none"> • Responsible for modeling house in 3ds Max 7. • Researched, storyboarded, and scripted all sequences. • Assisted in compositing and color correction via Combustion 3. • Recorded all vocal tracks in Sony SoundForge 7.0. • Co-produced all background audio tracks.
	<p style="text-align: center;">9. Nickelodeon Bumper</p> <p>Involvement: Conceived and produced all animation for movie.</p> <p>Production Constraints: Total Time – 2 days. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 8, Combustion 4</p> <p>Shot Breakdown: Working with a Nickelodeon creative director, I created a 5-second broadcast bumper.</p> <ul style="list-style-type: none"> • Responsible for all modeling, texturing, lighting, animation, and rendering in 3ds Max 8. • All compositing, color correction via Combustion 4.

	<p style="text-align: right;">10. Shower Animation</p> <p>Involvement: Conceived and produced all animation and effects for movie.</p> <p>Production Constraints: Total Time – 1 day. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 7, Combustion 3</p> <p>Shot Breakdown:</p> <ul style="list-style-type: none"> • Responsible for all modeling, texturing, lighting, animation, rendering and effects in 3ds Max 7. • All compositing, color correction via Combustion 3.
	<p style="text-align: right;">11. Robot Invasion Animation</p> <p>Involvement: Conceived and produced all animation for movie.</p> <p>Production Constraints: Total Time – 1 day. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 7, Combustion 3</p> <p>Shot Breakdown:</p> <ul style="list-style-type: none"> • Responsible for all modeling, texturing, lighting, animation, and rendering in 3ds Max 7. • All compositing and color correction via Combustion 3.
	<p style="text-align: right;">12. Star Wars: Rebel Test</p> <p>Involvement: Conceived and produced all animation for movie.</p> <p>Production Constraints: Total Time – 1 day. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 7, Combustion 3</p> <p>Shot Breakdown:</p> <ul style="list-style-type: none"> • Responsible for all animation and rendering in 3ds Max 7. • All compositing and color correction via Combustion 3.
	<p style="text-align: right;">13 – Yunity Design Systems</p> <p>Involvement: Conceived and produced all animation and effects for movie.</p> <p>Production Constraints: Total Time – 1 week. All design and output generated from one, dual-processor 2 GHz Intel P4 system.</p> <p>Software: 3ds Max 6, After Effects 6.5</p> <p>Shot Breakdown:</p> <ul style="list-style-type: none"> • Responsible for all modeling, texturing, lighting, animation, and rendering in 3ds Max 6. • All compositing, color correction, and effects via After Effects 6.5