

DEMO REEL: SHOT BREAKDOWN

00:03 - 00:12

Chameleon

Personal Project

Modeling done in 3ds Max
Textures: 512 x 512 pixels
Maps used: Specular Level, Glossiness
950 Tris

Originally this was made for use in a game project, but the game fell through and I retained both this model and the cricket model. This model has an open mouth and an extendable tongue (for eating crickets, of course).

More renders of the chameleon and cricket can be found on my website at www.impdragon.com/3d.html.

00:13 - 00:22

Cricket

Personal Project

Modeling done in 3ds Max
Textures: 256 x 256 pixels
Maps used: Specular map, Alpha map
344 Tris

00:23 - 00:33

Terra

For HL2 Mod "Team Castle"

Modeling done in 3ds Max
Concept Art by Jeff Weber
Textures: 1024 x 1024 pixels
Maps used: Specular Color (falloff), Specular Level, Glossiness
3,322 Tris

Terra is one of four characters in our team project "Team Castle". It is a team-based Half-Life 2 mod based around a magic-using universe. Two of the four characters are purely modeled by myself, and all three of them are textured by myself as well.

00:34 - 00:38

Terra Animation Sample

For use in HL2 Mod "Team Castle"

Animation by Jeff Weber

00:39 - 00:49

Treasure Chest

Personal Project

Modeling done in 3ds Max
Texture: 256 x 256 pixels
Based on concept art by Runic Games
196 Tris

This was a low-poly prop modeling project. The standard was to create a low-poly diffuse-only treasure chest in the style of concept art provided by Runic Games.

00:50 - 1:01

Werewolf

Personal Project

Modeling done in 3ds Max
Textures: 512 x 512 pixels
Maps used: Alpha map, Self Illumination map
Concept Art by Myself
549 Tris

This was a personal low-poly "character in an environment" project. All designs, textures and models were created by myself.

01:02 - 01:13

Werewolf Renders

Modeling done in 3ds Max
Textures done in Photoshop

Renders of the werewolf in his environment.

01:14 - 01:19

Werewolf Run Animation

Animation by myself

01:20 - 01:32

Degu

Personal Work-In-Progress

Modeling done in 3ds Max
5,612 Tris

A model of a degu, a South American rodent.

01:33 - 01:41

Baby Dragon

For "Hunger Pains" Animated Short (Work-In-Progress)

Modeling done in 3ds Max
Concept Art by Emiley Flowers
4,206 Tris (without smoothing)

"Hunger Pains" is a 3D animated short about a starving girl who is plagued by the dragon population. I was asked to model the baby dragon character in the short as a special favor. The mesh is smoothed with TurboSmooth for the short itself.

01:42 - 01:45

"Hunger Pains" Rough Animation

Animation by David Vandevord
Rigging by Kiyome Provost
Environment Modeling by Jesse Havens

01:46 - 01:56

Chaos Imp

For HL2 Mod "Team Castle"

Concept Art by Myself
Textures: 1024 x 1024 pixels (body)
 512 x 512 pixels (wing membrane)
Maps used: Specular Level, Self-Illumination
2,288 Tris

I designed and modeled the Chaos Imp to be a familiar to one of the four playable characters in "Team Castle". However, due to limitations in and inability to modify the Source code, he will not appear in the final version of the game, much to our disappointment. Originally, the imp would be a summon and use the AI of the manhack enemy in the HL2 game.

In the original concept art the wing membrane is attached to the imp's thighs; I changed this in the model to make animation easier (in the case that we could use it in the game).

The self-illumination map on the imp causes his eyes, claws, and teeth to glow in darkness. More renders of the imp can be found on my website at www.impdragon.com/3d_imp.html