

- 1 - Personal work, 2.5D projection. Software: Maya, Mental Ray, Zbrush, Photoshop
- 2 - Personal work, camera projected on cards. Software: Photoshop, Nuke
- 3 - Droid X commercial, Method Studios. Created tile-able wall texture, and texture for platform.
Software: Photoshop, Maya
- 4 - Droid X commercial, Method Studios. Extended set with tunnel and Y junction.
Software: Photoshop
- 5 - Personal work, college, 2.5D projection. Software: Photoshop, Maya, Mental Ray
- 6 - Terminator: Salvation, Asylum VFX. Sorry for low quality, had to dvd rip. Created destroyed street and extended left side building. Software: Photoshop
- 6 - Personal work, tried new process: create geometry, base texture, light, render, paint, project.
Software: Photoshop, Maya, Mental Ray
- 7 - Droid X commercial, Method Studios. Extended set to left and down. Software: Photoshop
- 8 - Personal work. Software: Photoshop
- 9 - Personal work, first time trying Zbrush displacement maps with Mental Ray.
Software: Photoshop, Maya, Mental Ray, Zbrush
- 10 - Personal work. Software: Photoshop, Maya, Mental Ray