

Show Reel 2015 - Breakdown

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Clash of Clans "Balloon Parade" (00:05 - 00:11, 00:45 - 00:50)

- Responsible for lighting
- Textured and look dev'd balloon
- Managed assets and layout to match the director's vision

Clash of Clans "Magnificent" (00:12 - 00:15, 00:33 - 00:35)

- Modeled, textured, look dev'd bath tub and Rage Spell bottle based on client's concept
- Textured and look dev'd cat tail plants, interior room and props

Cricket "Holiday Home" (00:16 - 00:18, 00:30 - 00:32)

- Responsible for lighting
- Responsible for texture and look dev to match given style frame

Clash of Clans "Train" (00:19 - 00:23, 00:43 - 00:45)

- Responsible for lighting

Honda Gift to Remember "Little People" (00:24 - 00:29)

- Responsible for modeling Little People

Clash of Clans "Preparation" (00:36 - 00:37)

- Modeled, textured, look dev'd door
- Textured and look dev'd crystal

Baycrest (00:37 - 00:40, 1:06 - 1:18)

- Textured and look dev'd victrola
- Responsible for initial light set up

Honda Gift to Remember "Stretch" (00:41 - 00:43)

- Responsible for lighting

Clash of Clans "Flight" (00:51 - 00:55)

- Responsible for lighting and layout
- Textured the hero rock

Clash of Clans "Larry" (00:56 - 00:58)

- Responsible for lighting and layout

Becel (00:59 - 01:02, 01:18 - 01:22)

- Responsible for texture and look dev of canola flower, leaf on spoon, acorn, Becel containers

Clash of Clans "Magic" (01:03 - 01:06)

- Responsible for lighting
- Textured and look dev'd rabbit
- Adjusted model of the rabbit based on client notes