SHOT 1 / SHOT 7

TITLE: Parrish Construction (for The DVI Group)

DESCRIPTION: A 3D school being built from the ground up

PROGRAMS: Maya

WORKED ON: Built the entire scene in Maya. The framework of the scene was based on a 3D blueprint from Parrish. Took an existing MEL script and reworked it for more flexibility. The MEL script was used to quickly apply the same animation to many objects and offset it's starting position. Animated the 3D camera and scene. The 3D camera and locators were passed along to 2D in After Effects to place in the animated screens.

SHOT 2 / SHOT 10

TITLE: Mosquito Curtains (for The DVI Group)

DESCRIPTION: A 3D demonstration of how to install Mosquito Curtains

PROGRAMS: Maya

WORKED ON: Used a basic 3D house made for an older video for Mosquito Curtains and remodeled it, adding more detail. Modeled the pieces for the curtains off of reference photos and using their text instructions, animated the installation process. Conducted cloth simulations for the curtain itself using different animation techniques on each shot to make it easier to change the animation. Created new shaders and lighting to match the style of the old video but still make it new.

SHOT 3

TITLE: MTech Systems (for The DVI Group)

DESCRIPTION: A 3D orb revealing an actor

PROGRAMS: Maya, After Effects

WORKED ON: Created a 3D version of their logo based off of a vector image of it. Came up with the concept of the orb opening to reveal the actor. Rigged the orb to make it open up and then animated it. Used shaders and lighting to match the look of their 2D logo. Multiple renders passes were used as masks for the composite. Keyed the actor off of a blue screen and composited her inside of the orb.

SHOT 4 / SHOT 9 / SHOT 11

TITLE: Senior Project

DESCRIPTION: A 3D voxel piece of art

PROGRAMS: Maya, After Effects

WORKED ON: Scripts were written to generate paint drops, animate blendshapes for the drops splashing whenever they were close to the ground, and parenting a locator to them. The camera and locators were then exported for After Effects. Another script was made to parent and animate a 2D splash whenever the locator hit the ground. The rest of the video was done with a Voxelizer script and proximity animation techniques.

SHOT 5
TITLE: CBeyond Solutions (for The DVI Group)
DESCRIPTION: Web Hosting text next to a spider
PROGRAMS: Maya, After Effects
WORKED ON: Created 3D text in Maya and rendered multiple passes for compositing. The letters were then split in post and individually hand tracked to the moving web.

SHOT 6
TITLE: BMW
DESCRIPTION: 3D model of a BMW
PROGRAMS: Maya
WORKED ON: Created a 3D model of a BMW M3 from blueprints. Shaded and created textures to make it more realistic.

SHOT 8
TITLE: BMW Driving
DESCRIPTION: 3D BMW driving down a sidewalk
PROGRAMS: Maya, PFTrack, After Effects
WORKED ON: Filmed footage and tracked it using PFTrack. Exported the track to Maya and created a scene to integrate the BMW with the sidewalk. Animated the car driving down the track.