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## modeling/texturing reel breakdown

	<i>Title</i>	<i>Software</i>	<i>About</i>
	Car	Maya After Effects	Based on the model Artega GT car Utilized mental ray car shaders
	Girl	Maya Zbrush After Effects	Used subsurface shaders and created hair with Joe Alter Shave, further sculpted dress in Zbrush
	Red Panda	Maya Zbrush After Effects	Created fur with Maya fur and Joe Alter Shave Created environment by modifying paint effects
	Plane	Maya Zbrush After Effects	Based on the Bristol 148 model plane Used Zbrush to assist in creating textures
	Pilot	Maya Zbrush After Effects	Personal character design Created displacement and normal maps for details in clothing with Zbrush