







# Demo Reel Shot Breakdown

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	<p>An Old Sheriff / Render</p> <ul style="list-style-type: none"><li>• Personal work</li><li>• Renderer used: Arnold</li><li>• Groom used: XGen</li><li>• Software used: Maya, ZBrush, Mari, Photoshop</li></ul>
	<p>An Old Sheriff</p> <ul style="list-style-type: none"><li>• Personal work</li><li>• 3D Sculpting</li><li>• Software used: ZBrush</li></ul>
	<p>Future Boy Conan</p> <ul style="list-style-type: none"><li>• Personal work / fan art</li><li>• 3D Sculpting</li><li>• Software used: ZBrush</li></ul>
	<p>Angina</p> <ul style="list-style-type: none"><li>• Client: Harvard University</li><li>• Responsibilities: modeling, texturing</li><li>• Renderer used: Mental ray</li><li>• Software used: Maya, ZBrush, Mudbox, Photoshop</li></ul>
	<p>Hip Decide: Total Arthroplasty Arthritis</p> <ul style="list-style-type: none"><li>• Team project</li><li>• Responsibilities: modeling, texturing</li><li>• Renderer used: Mental ray</li><li>• Software used: Maya, ZBrush, Mudbox, Photoshop</li></ul>
	<p>Spine Decide: Lumbar Fusion</p> <ul style="list-style-type: none"><li>• Team project</li><li>• Responsibilities: modeling, texturing</li><li>• Renderer used: Mental ray</li><li>• Software used: Maya, ZBrush, Mudbox, Photoshop</li></ul>