

STEPHANEHL

MODELING/TEXTURING

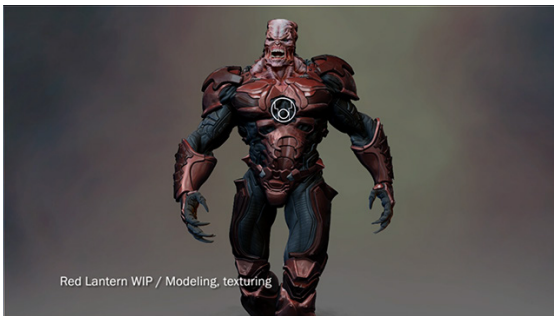


Creature Development: this part shows the different step taken to create a believable creature from the creation of a maquette to study the musculature, the representation of the animal at different age to a quick rig and animation to test the mesh deformation. The project was created using Chavant Medium clay, Zbrush, 3D Studio Max, Maya, and Photoshop. The textured model was render in Maya. The model was rigged using a tweaked 3D Studio Max biped auto-rig.



The Last Smoke: This scene, inspired by the old film noire genre, was created with Maya (Modeling, lighting rendering), Zbrush (Character modeling, texturing), 3D Studio Max (re-retopologizing), Mari (texturing), photoshop (texturing) and Nuke (compositing).

The modeling and texturing was my work and Khushnuma Savai helped with the lighting and compositing.



Red Lantern(WIP): This character was created with Zbrush (sculpting) and 3D Studio Max (re-topologizing and UV layout) After seeing some concept made for the Green Lantern movie I decided to revamp one of the characters from the comic book.



Burt and Willie were created for Sean Carrow's thesis film titled "Lime". Their design was the result of the collaborative work of Sean Carrow, Chris Fennell and myself. The models were first sketch in Zbrush, re-topologized in 3D Studio Max and textured with Zbrush, Photoshop and Mari. The Burt texture used in the film for the character of Burt are different because they are the work of Nicole Keane.



Mad Hatter: the character was created while I was learning some of the new tool in Zbrush, Tim Burton's Alice in wonderland was playing in background. The model was created with Zbrush and the render paths were composed in Photoshop.