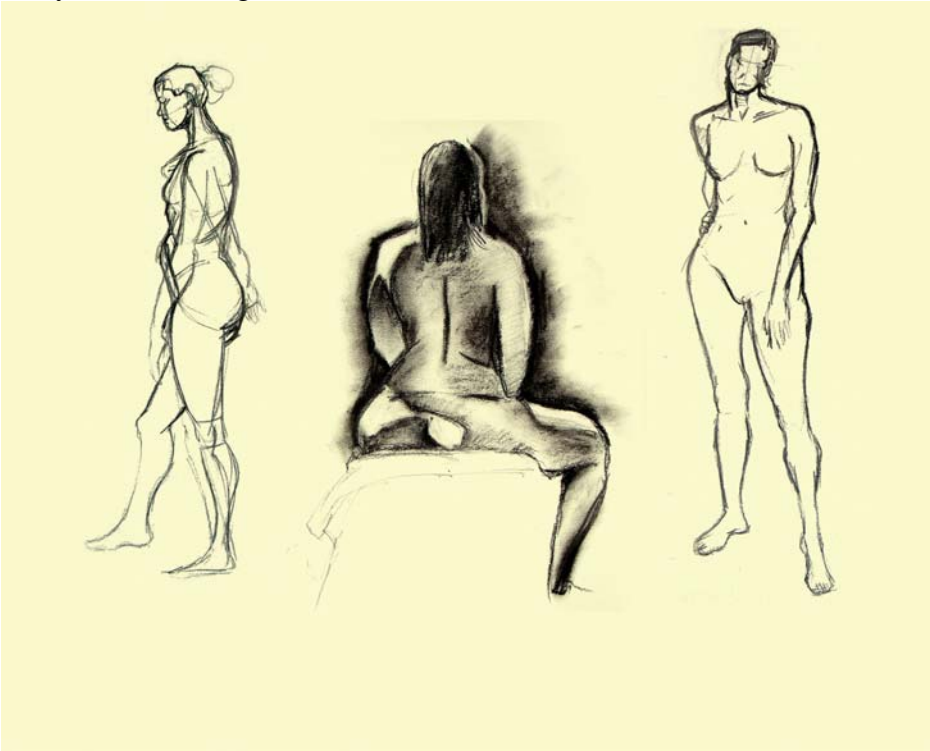


Early Life Drawing



One hour drawing.
Skeleton Study
Carcoal and Conte
on Steel Gray Paper

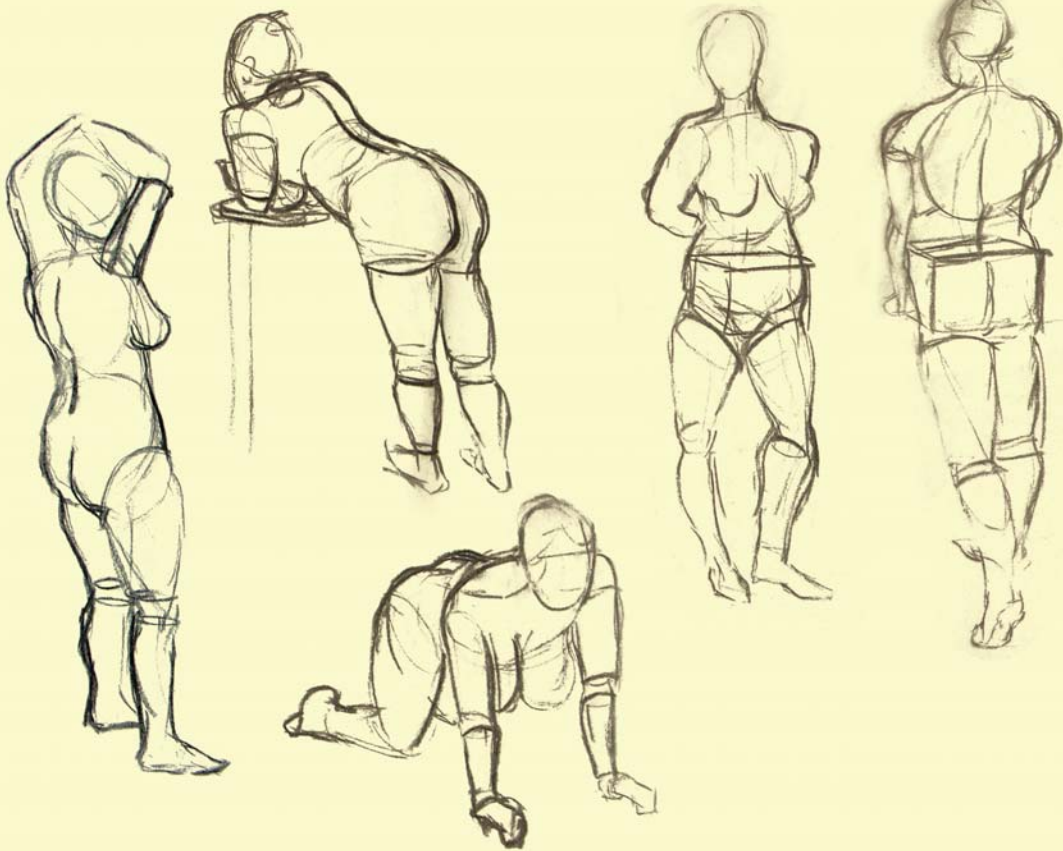


Yes, the goggles
were on the skull.

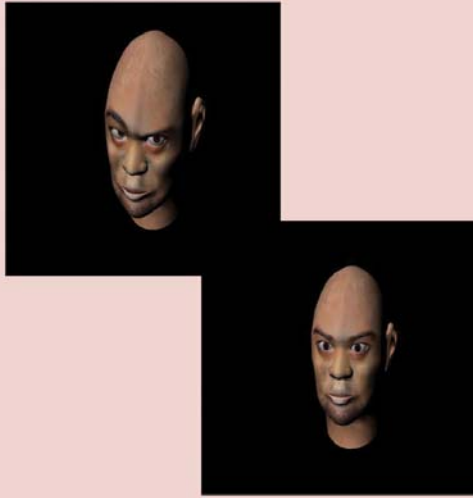




Multi Session Study
Portrait
Charcoal and Conte
on Steel Gray Paper



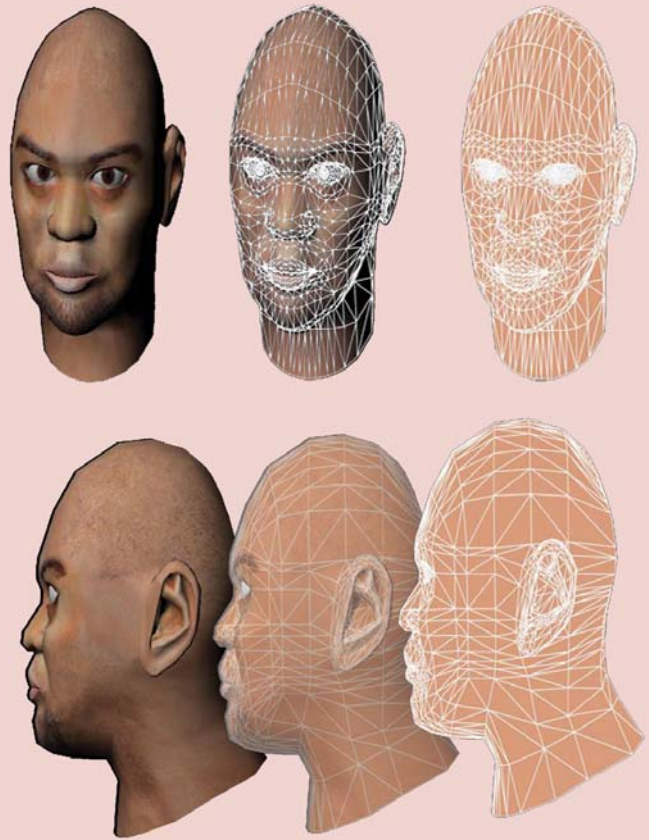
3DModels

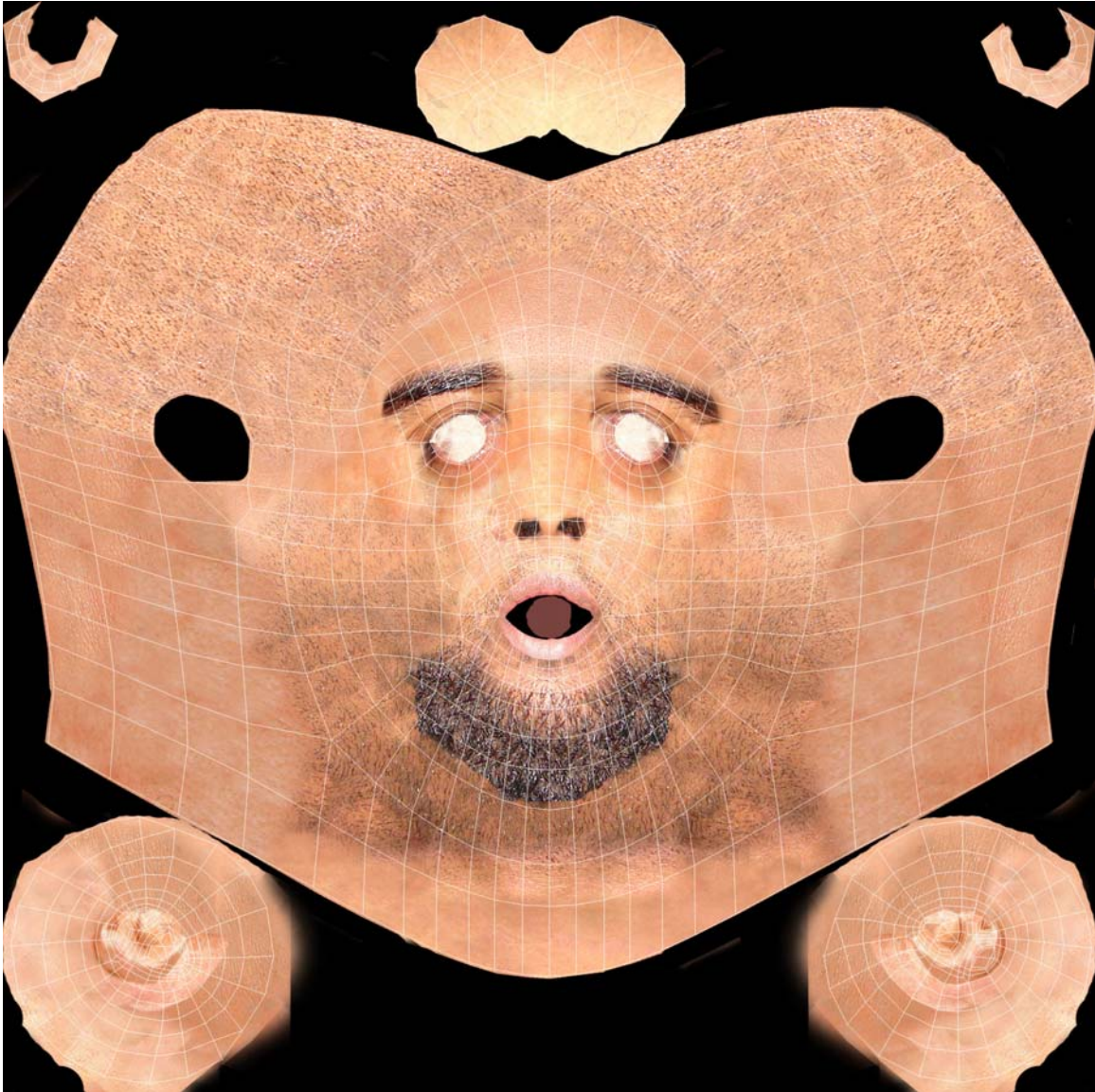


This was my first attempt at modeling AND Texturing post college. I wanted to tackle an older project from before, but I never had a chance to take a texturing class. The Idea of Laying Out UV's scared me.

I got over that fear ... quickly.

Model Created in Maya
Texture Map created in Photoshop
Head Model with Half Sphere Eyes
Total Faces: 1654



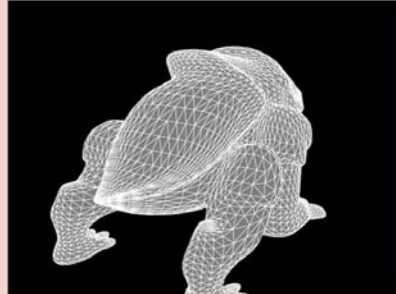
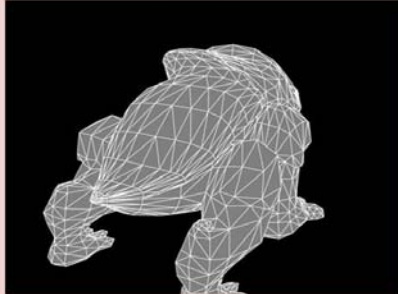
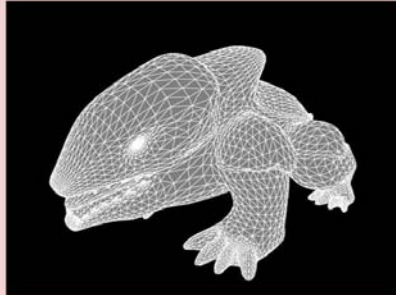
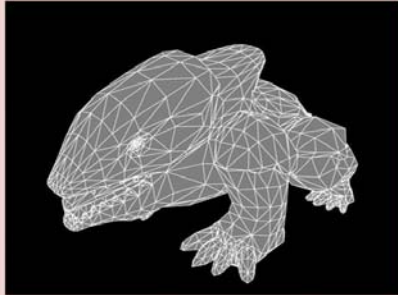


The above is the UVA Layout for the head model. It's kind of creepy to see your own skin laid out. This was my first UVW Map and now in retrospect I see how much space is actually wasted. But this should show that I do understand a bit about photo manipulation (via Photoshop)

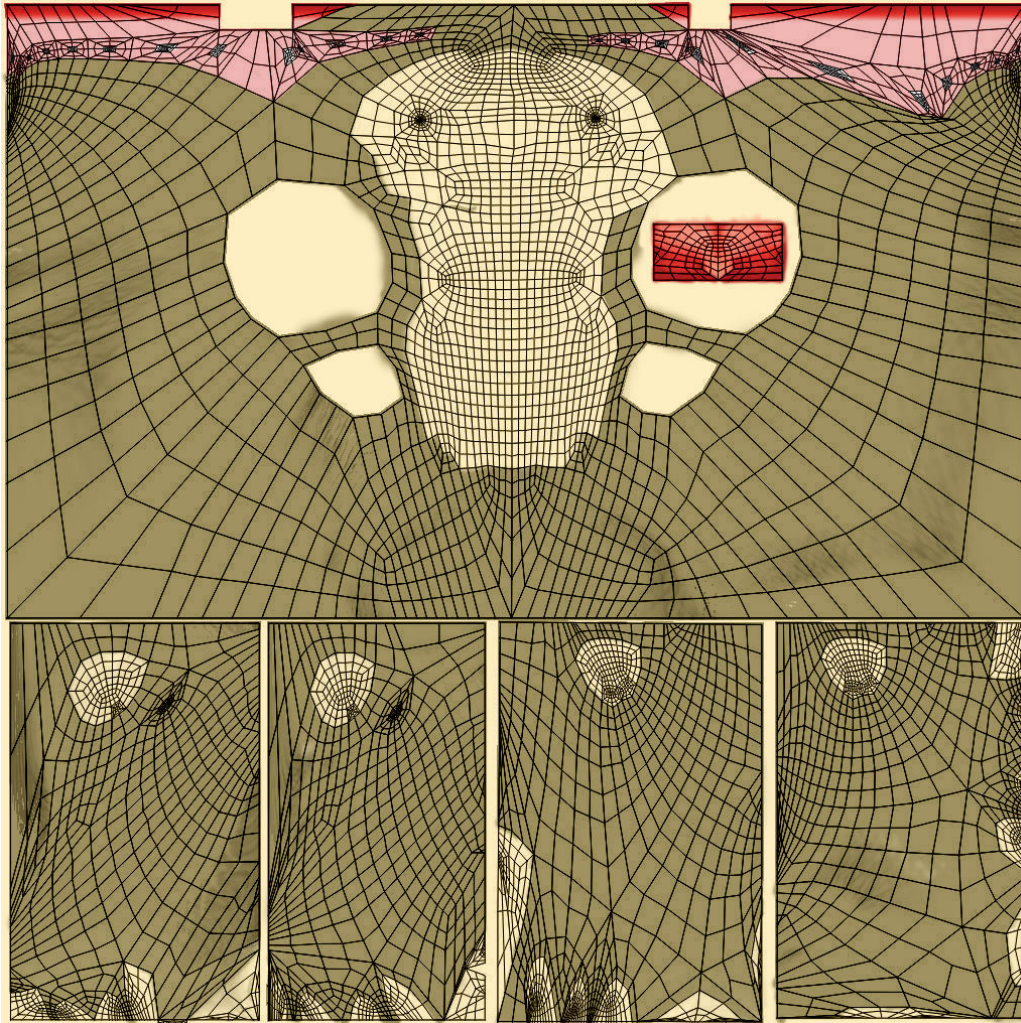


“Bulette (aka Landshark)”
Built in Maya
Displacement Maps and
Normal Maps created in Zbrush
Using Mutil Displacement 2 and
Z Mapper Plugins
Rendered with Mental Ray

1776 Low Poly
7096 High Poly



below is my Bullete Models' UVW Textures map. As you can see I did my best to waste very little space (there are only a few places I could have probably improved on. The majority of the room is used by the map.





Bump Map Created for Bullette Model

Maquettes



Pirate Mouse
Maquette
Super Sculpy

Goblin Engineer
"Meanie"
Maquette
Super Sculpy



Maquettes that I built using Super Sculpy and then primed gray. The Mouse was for a class project, the goblin was for fun.

Published
Work



"Worship"

"Battlestations: The Planet of Dr. Moreau"
Black and White Illustration
Traditional Methods, Alias Sketchbook,
and Adobe Photoshop Used.

Total Time 6 hours.

This is my favorite piece from The upcoming
module "Battlestations: The Planet of
Dr. Moreau" Something about this is just very
dynamic with the Sheepmen Beliving their
"Mysterious Prophet" as he guides them in their
actions.

The above was art work for a game module called Battlestations "The Planet of Dr. Moreau. More information can be seen at www.battlestations.info.



"Out of Control" Battlestations Newsletter issue 1 cover



Digital Painting "Amanda"



Digital Speed Painting - "Jill"

Freelance Animator - www.professorbootay.com and www.shot-stick.com July 07

Skills: Use Flash and Illustrator to create and animate short animations using both traditional and symbol methods.

Freelance work - Battlestations “Out of Control” Newsletter – Sept 06 - Feb 07

Skills: Submitted several requested illustrations and working on cover. Chosen from other artists due to quick and timely submission of artwork that met and exceeded expectations. Traditional methods, Photoshop, and Illustrator are being used to create all the artwork.

Freelance work - “Battlestations: The Planet of Dr. Moreau.” – Aug 06 - Feb 07

Skills: Currently working on creating illustrations for use in a board game. Chosen for the project due to artistic submission. Traditional methods, Photoshop, and Illustrator are being used to create all the artwork.