



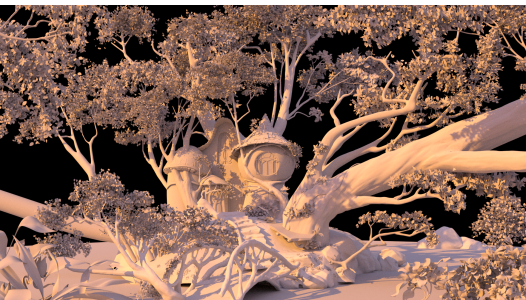
“Radiant”

- Thesis film, referencing the environments in Indonesia, particularly Bali island & Center Java area.
- Responsible for all modeling, set dressing, look development, lighting and compositing
- Modeled in Maya and ZBrush
- Curtains and hanging clothes are done using Maya’s nCloth
- Texturing done using Substance Painter and Photoshop
- Vegetation are done with Speedtree and Maya’s Paint Effects
- Lighted and rendered with Arnold
- Composited in Foundry’s Nuke



“Sicily”

- Responsible for all aspects
- Modeled in Maya and ZBrush
- Curtains and hanging clothes are done using Maya’s nCloth
- Vegetation are done with Speedtree and Maya’s Paint Effects
- Lighted and rendered with Arnold



“Enchanted”

- Responsible for all aspects, except for concept art.
- Concept art by Lisa Keene
- Modeled in Maya and ZBrush
- Tree trunks are sculpted in ZBrush, but leaves are generated procedurally using Speedtree.
- Vegetation, such as flowers and bushes are done with Speedtree and Maya’s Paint Effects
- Rendered with Pixar’s Renderman



“Upside”

- Collaborative short film made with 8 other interns under the guidance of Pixar Undergraduate Program Mentorship
- Responsible for modeling (sets and props of attic, diner and gas station) and surfacing (suitcase and motorcycle)
- Textured with Substance Painter
- Vegetation done in Speedtree
- Rendered with Pixar’s Renderman



“Roger’s Room”

- Concept art by Ken Anderson
- Responsible for all aspects.
- Pillows are done using nCloth in Maya
- AO Pass rendered in Maya’s Arnold



“Coffee Machine”

- My attempt to create a more realistic hard surface model, which is based on La Nuova Era Altea Wood Espresso Machine
- Responsible for all aspects
- Modeling and lighting are done in Maya.
- Textured in Substance Painter.
- Rendered in Maya’s Arnold



“Orchid”

- Responsible for all aspects.
- Modeling and lighting are done in Maya.
- Vines are done using Maya’s Paint Effects
- Textured in Substance Painter.
- Rendered in Maya’s Arnold