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Texture & Digital Artist

Shot Sheet



Paper Cranes

This was a collaborative student film called Paper Cranes directed by Brandon Karcher. I was responsible for the texturing of several of the films props and environments. For a majority of the textures I used Substance Painter to achieve the desired look for the assets. In addition, I used texture maps I edited using Photoshop.

Software Used: Maya, Substance Painter, Arnold, Photoshop



Glass on the Water

I was responsible for all aspects of this project. The images on the spheres in the boat were all created/edited by me using Photoshop and several of the assets in/around the boat were modeled in Zbrush by me,

Software Used: Renderman, Maya, Photoshop, Zbrush



Maxwell's Ball (Kitchen)

This was a collaborative student film called Maxwell's Ball and was directed by Jack Rinderknecht. I was responsible for the texturing of the films entire environment, as well as the characters and props. For most of the film I employed Mayas various shader texture settings along with texture maps that I edited in Photoshop.

Software Used: Arnold, Maya, Photoshop



Little Teapot Crab

I was responsible for all aspects of this project. The assets were modeled in Zbrush and Maya, as for the scene itself instead of using Maya I exported out each model into a rib file. I then used a python code program to read in the rib files where I then edited the code to assemble the scene together. In addition, I used the same python program to render out the scene.

Software Used: Maya, Zbrush, Photoshop, Cutter Python, Renderman