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Breakdown Sheet

Shot 1: John Adams, HBO Miniseries CAFEFX

Modeled and textured crowd agents to be used in the balloon sequence.

Software used: XSI, Photoshop, BodyPaint

Shot 2: Alice in Wonderland, CAFEFX

Modeled the trim pieces for two of the buildings in the background.

Software used: Maya

Shot 3: Crocodile,

From concept to completion all work done by me.

Software used: XSI, Zbrush, Photoshop, Maya/mentalray, Nuke

Shot 4: Flying Turtle,

From concept to completion all work done by me.

Software used: XSI, Zbrush, Maya/Renderman(RFM), Shake

Shot 5: Caterpillar,

From concept to completion all work done by me.

Software used: XSI, Zbrush, Maya/Renderman(RFM), Shake

Shot 6: Cube Monster,

From concept to completion all work done by me.

Software used: Maya, Zbrush, Photoshop, Nuke

Shot 7: Bullet Bot,

From concept to completion all work done by me.

Software used: XSI/mental ray, Photoshop, Nuke

Shot 8: Robot Gorilla,

From concept to completion all work done by me.

Software used: XSI, Maya/mental ray, After Effects

Shot 9 & 10: Matte Paintings,

Compiled photo references and painted to completion.

Software used: Photoshop

Shot 11: Monster ,

Concept and sculpted by me.

Materials: Super Sculpey and Acrylics

Shot 12: Tikis,

Concept and sculpted by me.

Materials: 3.5ft Palm Stumps

For more samples of my work please checkout my website adamc.net