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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: Flying Turtle,

From concept to completion all work done by me.

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

Shot 4: 6 Legged Beast,

From concept to completion all work done by me.

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

Shot 5: Caterpillar,

From concept to completion all work done by me.

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

Shot 6: Bullet Bot,

From concept to completion all work done by me.

Software used: XSI/mental ray, Photoshop, Nuke

Shot 7: Robot Gorilla,

From concept to completion all work done by me.

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

Shot 8 & 9: Matte Paintings,

Compiled photo references and painted to completion.

Software used: Photoshop

Shot 10: Monster ,

Concept and sculpted by me.

Materials: Super Sculpey and Acrylics

Shot 10: Tikis,

Concept and sculpted by me.

Materials: 3.5ft Palm Stumps

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