

Julio Medina
3799 Millenia Blvd # 108
Orlando, Florida 32839
407-690-9877
julio@medinamodeler.com
<http://www.medinamodeler.com>

Demo Reel Breakdown Sheet Page 1

Computer Animation: All visual elements were created by me. Some designs created by me, other designs created by the story department of 3dh Entertainment. Approved by the Director of the production pipeline at 3dh Entertainment.

Software

Autodesk Maya, Pixologic ZBrush, and Skymatter Mudbox

Elements

3d Modeling, Rigging/Set-up, Art Design, and Conceptualization

Character 1: Hyper-Real Multiped

- Designed and conceptualized face and body. Props referenced from Weta Digital.
- Modeled all surfaces with polygons and Nurbs in Autodesk Maya.
- Digital Sculpting in Pixologic ZBrush.

Character 2: Hyper-Real Hard-Surface Biped

- Designed and conceptualized body and mechanics for a professional Production.
- Modeled all surfaces with polygons and Nurbs in Autodesk Maya for a Professional production.
- Developed and applied biped and mechanical animation rig for a professional production.
- Modeled facial blendshape library for a professional production.

Character 3: Hyper-Real Biped

- Designed and conceptualized body. Clothing and props referenced from photographic material.
- Modeled all surfaces with polygons and Nurbs in Autodesk Maya.
- Digital Sculpting in Skymatter Mudbox and Pixologic ZBrush.

Continue to page 2...

Julio Medina
3799 Millenia Blvd # 108
Orlando, Florida 32839
407-690-9877
julio@medinamodeler.com
<http://www.medinamodeler.com>

Demo Reel Breakdown Sheet Page 2

Character 4: Stylized Hard-Surface/Mechanical

- Modeled all surfaces with polygons in Autodesk Maya for a professional production.

Character 5: Stylized Organic Biped

- Modeled all surfaces with polygons in Autodesk Maya for a professional production.

Character 6: Stylized Hard-Surface Biped

- Modeled all surfaces with polygons in Autodesk Maya for a professional production.

Character 7: Stylized Organic Multiped

- Modeled all surfaces with polygons in Autodesk Maya for a professional production.

Character 8: Stylized Winged Multiped

- Modeled all surfaces with polygons in Autodesk Maya for a professional production.

Prop: Hard-Surface Machine/Mechanical

- Designed and conceptualized mechanics in a professional Production.
- Modeled all surfaces with polygons and Nurbs in Autodesk Maya in a Professional production.
- Developed and applied animation rig for a professional production.

Environment: Organic and Hard-Surface Elements

- Modeled all surfaces with polygons in Autodesk Maya for a professional production.