

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

## Demo Reel Breakdown Sheet Page 1

Software:

Alias Maya  
Adobe Photoshop  
Adobe Premiere Pro  
Apple Shake  
Adobe Audition  
Apple Final Cut Pro

Computer Animation: All modeling, shading, lighting, rigging, animation and rendering were created by me.

Compositing: I brought in rendered images from Alias Maya into Apple Shake and applied post editing for composition and color correction. Rendered QuickTime sequences.

Titles: I created the title sequence in Adobe Photoshop.

Sound: I extracted the sound track from a disk and edited it in Adobe Audition.

Output: I combined all of the above elements into Final Cut Pro or Adobe Premiere Pro and rendered them to various video formats for demo reel duplication.

Character 1 (Extraterrestrial)

- Modeled with polygons and later converted to a sub-division surface.
- Developed and applied rigging to obtain an action pose and show proper topology and geometry deformation.
- Applied lighting to the environment and assigned camera animation; later I rendered three sequences.

Character 2 (Human/Male)

- Modeled all surfaces with polygons and later converted them to sub-division surfaces.
- Developed and applied rig to obtain poses and show proper topology and geometry deformation.
- Applied lighting to the environment and assigned camera animation; later I rendered three sequences.

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<b>Demo Reel Breakdown Sheet Page 2</b>
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#### Character 3 (Human/Female)

- Modeled all surfaces with polygons and later converted them to sub-division surfaces.
- Developed and applied rig to obtain poses and show proper topology and geometry deformation.
- Applied lighting to the environment and assigned camera animation; later I rendered three sequences.

#### Character 4 (Horse/Quadruped)

- Modeled surfaces with polygons and NURBS. Later I converted polygons to sub-division surfaces.
- Developed and applied rig to obtain poses and show proper topology and geometry deformation.
- Applied lighting to the environment and assigned camera animation; later I rendered two sequences.

#### Character 5 (Extraterrestrial)

- Modeled surfaces with NURBS patches. Later I converted the NURBS patches to polygons and combined them into sub-division surfaces.
- Developed and applied rig to obtain poses and show proper topology and geometry deformation.
- Applied facial blendshapes and animation controls.
- Applied lighting to the environment and assigned camera animation; later I rendered three sequences.