Demo reel Break Down

Guardians of the Galaxy. Vol 2 - - Surfacing and Look Development / Animal Logic
- Baked specific maps for the shaders used on the interior architecture of the palace
- Applied specific shaders to the different segments of the interior architecture
- Increased the resolution of the outer floor ring fractal pattern from a very low resolution source texture. This involved manually painting lost details and adding sharpness.
- Painted textures used on the little girl and female alien statues

Lego Batman - - Surfacing and Look Development / Animal Logic
- Surfaced individual bricks (scratches, warping and roughness)
- Applied decals and stick textures to:
* Bricks
* Characters: *Clayface, Mime, Mayor, TV presenter, variety of batman costumes, generic citizens etc.*
* Vehicles: *Bain's truck, Penguin's duck, Penguin's car, taxis, buses, generic cars etc.*
* Set pieces: *Aeroplane cockpit, Joker's hideout, Power plant, City signs etc.*
* Props: *microwave, superman's projector*
- Created texture maps for the generation of fabrics by proprietary software
- Checking and manually randomising duplicated textures on bricks
- Utilized ptex method in surfacing specific set pieces
- Painted grunge maps
- Occasionally re-uv individual lego bricks

The Master: A Lego Ninjago Short - - Surfacing and Look Development / Animal Logic
- Surfaced individual bricks (scratches, warping and roughness)
- Created the textures and shaders for all of the wooden lego dummies

The Lego Ninjago Movie - - Surfacing and Look Development / Animal Logic
- Surfaced individual bricks (scratches, warping and roughness)
- Applied decals and stick textures to:
* Bricks
* Characters: *Garmadon Elder, shark army soldier, burnt general, generic citizens, insects etc.*
* Vehicles: *Segments of all mechs, Nya's bike, generic citizen cars, trucks and boats.*
* Set pieces: *Segments of the hidden jungle city, Ninjago city buildings etc.*
* Props: *Laser pointer, Nya's Spear etc.*
- Created texture maps for the generation of fabrics by proprietary software
- Checking and manually randomising duplicated textures on bricks
- Utilized ptex method in surfacing specific set pieces
- Painted grunge maps
- Surfaced numerous types of plants and rocks
- UV mapped some plants and rocks
- Instanced ground matter and moss using proprietary software

Peter Rabbit - - Surfacing and Look Development / Animal Logic

- Surfaced a variety of fruits and vegetables

Carrots, tomatoes, snow peas, celery etc.

- Applied different levels of dirt, grunge and epicuticular wax to fruit and vegetables

- Added extra details to already surfaced fruits and vegetables

Apples, eggplant, beetroot, radish, plums, sprouts etc.

- Fixed UVs of some of the assets

- Surfaced Props: Gardening forks, Lip balm, Easter egg, burnt table and stool etc.

- Created variety of maps for the generation of grass and instanced ground matter