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SHOTLIST

Shot 1 - 2: Respiratory and Partial Circulatory Systems - Modeled entirely in Maya 8.5, completely anatomically correct.

Shot 3: Gaia - Eyes modeled & shaded in Maya 8.5; heart modeled in Maya, shaded in Vue 6 xStream; environment created entirely in Vue

Shot 4: Rocky Landscape - Rocky hill modeled in Maya 8.5; rocky shader and environment created in Vue 6 xStream.

Shot 5: Poseidon's Serenity - Lighthouse modeled in Maya 8.5, shaded in Vue 6 xStream; environment created in Vue.

Shot 6: Emerald Ring - Modeled and shaded in Maya 8.5. Pre-made shaders: metal and velvet.

Shot 7: Koz - Modeled and shaded entirely in Maya 8.5. Shading done by way of UV Mapping.

Shot 8: Dolphin - Modeled and shaded in Maya 8.5

Shot 9: Snowflake - Modeled and shaded in Maya 8.5

Shot 10 - 11: Bear - Modeled and shaded with partial rigging in Lightwave

Shot 12: Bridge - Modeled and shaded in Maya

Note: Shots 10 - 12 were created for an interactive lead-awareness game "Lead Tracker: The Quest for Lead Safety". Modified a previously modeled house, created cornstalks (Maya), beanstalks (Maya) and moccasins (Maya) on the board. For more information and screenshots on the program, please visit: <http://tbep.net/LeadTracker/index.htm>

Shot 13: Life - Charcoal drawing

Shot 14: Angel of the Future - Charcoal drawing

Shot 15: Angel - Charcoal drawing

Shot 16: Figure - Powdered graphite drawing

Shot 17: Figure - Gesture drawing