

## SURFACING REEL BREAKDOWN



### DUSTY BOTTLES

Responsible of all aspects. Modeled in Maya 2015 and rendered with Renderman 20.1. Textures painted in Mari 2.6v2.



### GUMBALL MACHINE

Responsible of all aspects. Modeled in Maya 2015 and rendered with Renderman 20.1. Textures painted in Mari 2.6v2.



### MACAROONS

Responsible of all aspects. Modeled in Maya 2015 and rendered with Renderman 20.1. Textures painted in Mari 2.6v2.



### H<sub>2</sub>OH NO! | Environment Material

Texture maps were painted using Mari and rendered with Mental Ray 2012. Models and compositing by Conrad Egan and lighting by Eric Burke.



### H<sub>2</sub>OH NO! | Character Material

Texture maps were painted using Mari and rendered with Mental Ray 2012. Modeled by Conrad Egan.



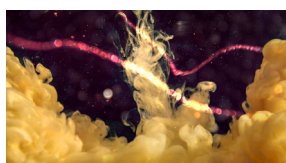
### SPIDER SHADER

Custom Renderman shader to allow the control of the ambient color. Written in Renderman Shading Language with Renderman 16. Model by Cameron Coker.



### RHYTHM OF NATURE

In progress Body of Work for a Masters in Fine Arts Degree at Texas A&M University. Focuses on our interaction and immersion in nature.



### MACRO PHOTOGRAPHY

Macro images of Ink Clouds and Minerals.