THE BLIND AUTHOR
00:05
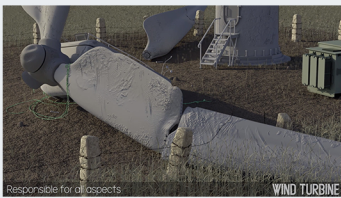Responsible for concept and modeling. Zbrush

BERTBOT
00:20
Responsible for concept and modeling.
Maya, Keyshot, UVLayout

WIND TURBINE
00:33
Responsible for concept and modeling. Plant set dressing created through MASH. Maya

VR GAME CHARACTERS
00:46
Responsible for modeling. Created for VR experience in Unreal Engine. Maya, Keyshot, Zbrush, Topogun, UVLayout

SOMA FAN RE-CREATION
01:00
Responsible for modeling. Maya, Keyshot

SELFIE SCULPT
01:10
Responsible for concept and modeling. Zbrush

VR SHORT FILM CHARACTER
01:19
Responsible for modeling. Created for a VR Short Film. Zbrush, Maya, Keyshot, Topogun, UVLayout

SHED ENVIRONMENT
01:35
Responsible for modeling. Concept by Conner Gillette. Maya, UVLayout