

# Sets & Props Modeling Demo Reel Breakdown

Run Time: 3 Minutes

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## How to Train Your Dragon 2: Burnt Forest

**Title:** Modeler

**Description:** Responsible for modeling the burnt forest assets.

**Software Used:** Maya

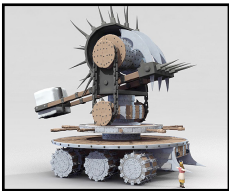


## How to Train Your Dragon 2: Book and Fold Out Maps

**Title:** Modeler

**Description:** Responsible for modeling the book and the fold out maps.

**Software Used:** Maya



## How to Train Your Dragon 2: War Machine 1

**Title:** Modeler

**Description:** Responsible for modeling the war machine.

**Software Used:** Maya



## How to Train Your Dragon 2: War Machine 2

**Title:** Modeler

**Description:** Responsible for modeling the war machine.

**Software Used:** Maya

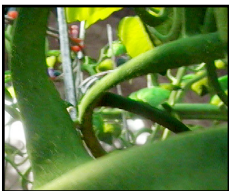


## How to Train Your Dragon 2: Saddle Rack

**Title:** Modeler

**Description:** Responsible for modeling the saddle rack.

**Software Used:** Maya



## Turbo: Tomato Plants

**Title:** Modeler

**Description:** Responsible for modeling the tomato plant environment.

**Software Used:** Maya and Mudbox



## Turbo: Beats Headphones

**Title:** Modeler

**Description:** Responsible for modeling the headphones.

**Software Used:** Maya



## Puss in Boots: Orphanage

**Title:** Modeler

**Description:** Responsible for modeling the Orphanage.

**Software Used:** Maya and Mudbox



## Puss in Boots: Humpty in Glider Outfit

**Title:** Modeler

**Description:** Responsible for modeling Humpty's clothing and glider.

**Software Used:** Maya



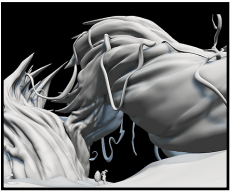
**Puss in Boots: Falling Beanstalk**  
**Title:** Modeler  
**Description:** Responsible for modeling the falling beanstalk.  
**Software Used:** Maya and Mudbox



**Puss in Boots: Rotunda**  
**Title:** Modeler  
**Description:** Responsible for modeling the Castle Rotunda.  
**Software Used:** Maya and Mudbox



**Puss in Boots: Castle Inner Grotto Environment**  
**Title:** Modeler  
**Description:** Responsible for modeling the environment.  
**Software Used:** Maya and Mudbox



**Puss in Boots: Broken Beanstalk**  
**Title:** Modeler  
**Description:** Responsible for modeling the broken beanstalk.  
**Software Used:** Maya and Mudbox



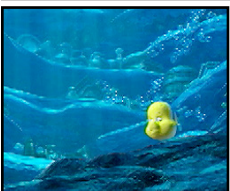
**Prep & Landing (Disney/ABC Television Special): Town Square and Neighborhood Environments**  
**Title:** Modeler  
**Description:** Responsible for modeling the environments.  
**Software Used:** Maya



**Prep & Landing (Disney/ABC Television Special): Santa's Hanger**  
**Title:** Modeler  
**Description:** Responsible for modeling the environment.  
**Software Used:** Maya



**Prep & Landing (Disney/ABC Television Special): Santa's Office**  
**Title:** Modeler  
**Description:** Responsible for modeling the environment.  
**Software Used:** Maya



**Mickey's Philharmagic (Theme Park Attraction): Underwater Environment**  
**Title:** Modeler  
**Description:** Responsible for modeling the grotto background environment.  
**Software Used:** Maya

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