

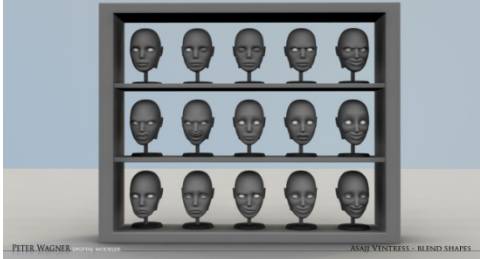



520.975.7951
 petecw@me.com
 http://petecw.com

Time	Screenshot	Work and Software
00:08:00 – 00:29:00		<ul style="list-style-type: none"> - Modeling: Maya - UV's: Headus UVLayout
	Notes: Model was built using survey data and matchmoved image references. This model was constructed to be used in a wide angle shot of a city block. Polygon count has been managed, approximately 20,300 polygons, to take into consideration the rest of the scene assets.	
00:30:00 – 00:48:00		<ul style="list-style-type: none"> - Modeling: Maya, ZBrush - UV's: Headus UVLayout
	Notes: This model was based off of the character Asajj Ventress, who is copyright of Lucas Film. Model was built in Maya and finished in ZBrush.	
00:49:00 – 00:53:00		<ul style="list-style-type: none"> - Modeling: Maya, ZBrush, Photoshop - UV's: Headus UVLayout
	Notes: Full head blend shapes were done with Maya and ZBrush. Half head blend shapes were created using weight maps created in Maya and Photoshop.	
00:54:00 – 01:09:00		<ul style="list-style-type: none"> - Modeling: Maya - UV's: Headus UVLayout
	Notes: Model built from blueprints and reference images in Maya.	