

Adonna M. Thurmond

Part 1: Modeling and Texturing



1. Character Modeling and Texturing – “Missing Link” from the movie Monsters vs. Aliens. Software: Lightwave, Photoshop, and Zbrush.



2. Character Modeling and Texturing – “Fairy”. Software: Lightwave.



3. Kitchen – Modeling, Texturing and Lighting. Software: Lightwave and Photoshop.



4. “It’s time to go” – Compass – Modeling, Texturing, Lighting. Software: Lightwave, Photoshop.



5. “It’s my new iPhone” – Modeling, Texturing, Compositing. Software: Lightwave, Photoshop, Fusion.



6. “Baby Leo” - Modeling. Software: Lightwave



7. Fallout 3 Character recreation - “Packbrahmin”- Modeling. Software: Lightwave

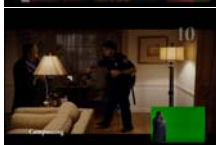


8. Texturing and Modeling for the movie trailer “Those Darn Grey’s” All texturing had to be realistic due to live action integration, was accomplished by running occlusion passes to the UV Maps and then painting the details over the occlusion. Software: Lightwave, Photoshop

Part 2: Compositing



9. Composition and integration. Keying, Rotoscoping, Color Correction, Tracking, Shadows, Light wraps. Software: Fusion



10. Composition and integration. Keying, Rotoscoping, Color Correction, Light wrap. Software: Fusion



11. Face Replacement integration. Keying, Rotoscoping, Color Correction, Tracking. Software: Adobe After Effects



12. A green screen shot turned into Matrix style lobby shooting scene. Keying, Rotoscoping, Color Correction, 3D for bullets, Smoke Effects, Shadows. Software: Adobe After Effects

Part 3: Animation



13. Animation shot for the movie trailer "Anthro" under the direction of Aristomenis Tsirbas from Menithings Production intended for a pitch for a feature film, a full 3D production with a realistic look. Animation (Key Frame). Software: Lightwave



14. Animation shot for the movie trailer "Anthro" Animation (Key Frame). Software: Lightwave



15. Animation, Lighting, Rotoscoping, Tracking, and Compositing shot for the movie trailer "Anthro". Key frame animation, worked on the flicking light of the character "Victor's" helmet, Tracked the facial animation onto the 3D face. Software: Lightwave, After Effects, Fusion.



16. Animation shot for the movie trailer "Anthro" Animation (Key Frame – Facial Animation). Software: Lightwave