



Don Pan CG Modeling Showreel Shot Breakdown

Shot No.	Show	Position	Role/Tasks
1	The Golden Compass	Environment Modeler	Snow ridge, rocks, landscape: polygon modeled and UV layout. Landscape, snow ridge, rocks: background ice rocks polygon models and UV layout. Ice ridges/Cliff: polygon modelled and UV layout.
2	“	Environment Modeler	Arena Ice rocks: polygon modelled, layout design and UV layout.
2	“	Creature TD	2 hero bears: Armor fixes/animation, muscle deformation animation, skin jiggle, skin sliding, fur simulation.
3	Wanted	Modeler	Train: polygon modelled. Bridge: poly modelled. Bridge destruction blend shape created and animated.
4	Primeval (series 2)	Creature Modeler	Raptor: poly modeled, UV layout, displacement map created, facial and neck blend shapes made. Worm: poly modeled, displacement map created, UV layout, blendshape created, squash and stretch blend shapes made.
5	Primeval (series 1)	Creature Modeler	Spider: poly/nurbs modeled, UV layout, displacement map created.
6	Prehistoric Park	Creature Modeler	Toxodon: poly/nurbs modeled, UV layout, displacement map created.

7	The Tale Of Despereaux (feature animation)	Modeler	Rat clothing and armor: poly modelled, shirt and pants, seashell wings, buttons, tortoise shell and funnel. UV layout.
8	The Golden Compass	Modeler	Lantern: poly model UV layout
9	Primeval (series 1)	Creature Modeler	Baby Future Predator: poly/nurbs modelled, UV layout, displacement map created.
10	“	“	Flying Pterosaur:poly/nurbs modelled, UV layout, displacement map created.
11	Prehistoric Park	Creature Modller	Deinosuchus: poly/nurbs modelled, UV layout, displacement map created.