

Slade's Drugstore
3D Studio Max 8

The building was made off of 3 boxes with the addition of a blend map and UVW mapping. The roof is a single plane and the gutter and drainpipe are spline modeled.

This is part of a larger project consisting of a small town.



Nantahalla River Panorama
Adobe Photoshop

Splicing 3 photos together to make a single seamless image. I also removed the underside of the bridge at the right hand side of the image.



Marty Robins

Eleanor Rigby



The Otaku

Even geeks need love

A Lear Studios production Written by Egan
Music by Thunder Pumpkin
Promotional art created by David Woodroof

Coming to a comic shop near you!

The Otaku Movie Poster
Photoshop CS2

The Otaku is an actual script that has been rejected by every movie company out there. So here is a tribute to that script. This poster was a real test of patience because of the lack of stock photos of people who look enough of the part to be believable character and yet had the looks that would have gotten them the acting job. The names of the actors are taken from the songs God Talks to Marty Robins by The Who and Eleanor Rigby by The Beatles.



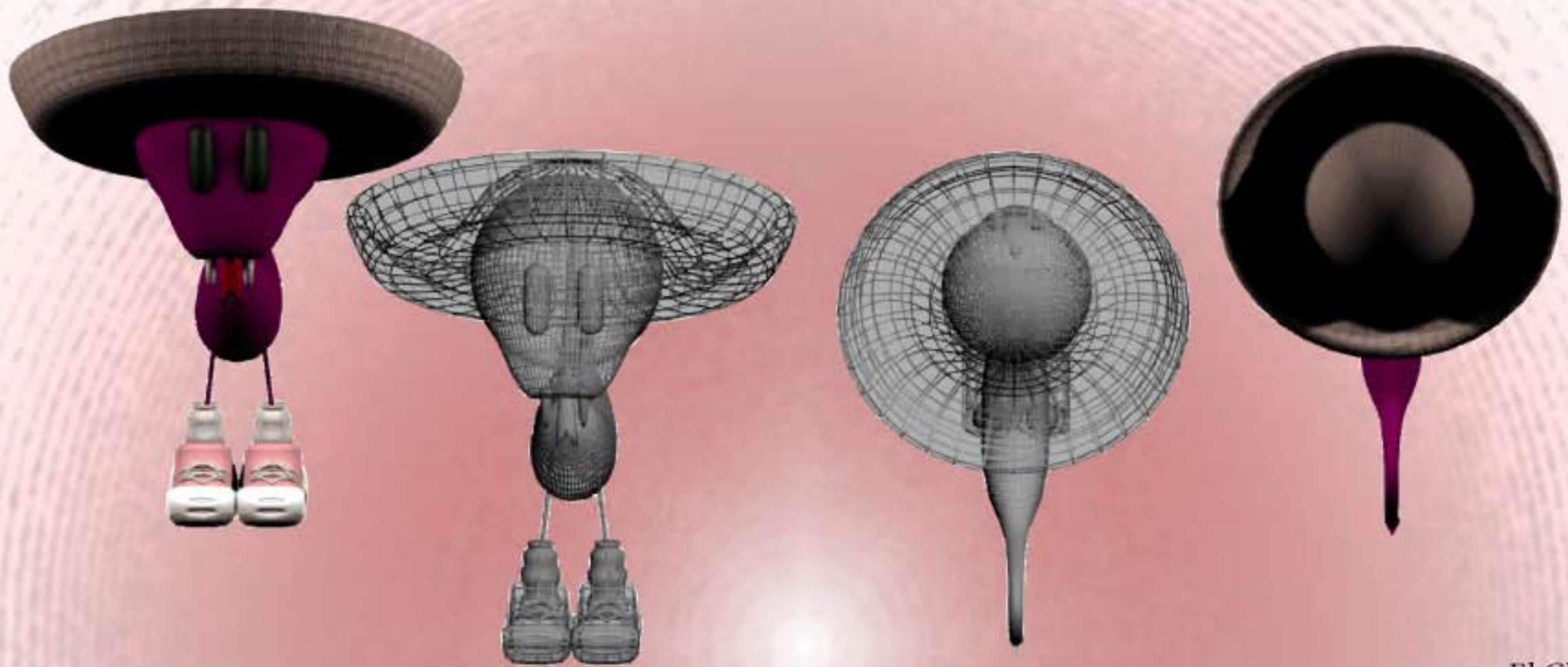
Takeout Movie Poster
Photoshop CS2

Through the use of stock photos and a picture of a ramen bar a friend sent me I've made this movie poster. All the "actors" names used here were created by Tite Kubo and were used because they were already translated. All other translation were done via Babel Fish translator.



Biped Animation 3D Studio Max 8

This was really an experiment to see just how much I could do with the biped. To challenge myself in this one I made her do a flip down the staircase, walk over to a fire barrel, and finally get crushed by a giant teapot. The teapot is only in there because I'd recently figured out how to use raytracing effectively and was still playing with what it could do.



El Chupacabra
3D Studio Max 8

El Chupacabra was a model made off of a single sketch of a character a friend of mine made up. While he is rather simple looking there is easily 20 hours of work just in making him, another 10 has already been invested into this project because we decided he should be animated. Sadly given our current hardware he's a little too taxing on the machine to even open the file.





Battle For Waveland

A video inspired by several cheesy samurai movies. The actors are 2 friends of mine who weren't afraid to make fools of themselves in public and have some level of martial arts training. The script we used consisted of one page that just told us where the talking would go. We decided this should be a silent movie with subtitles because 4 trains went by in the time it took to film this piece. This was one of the most amusing projects I have done.

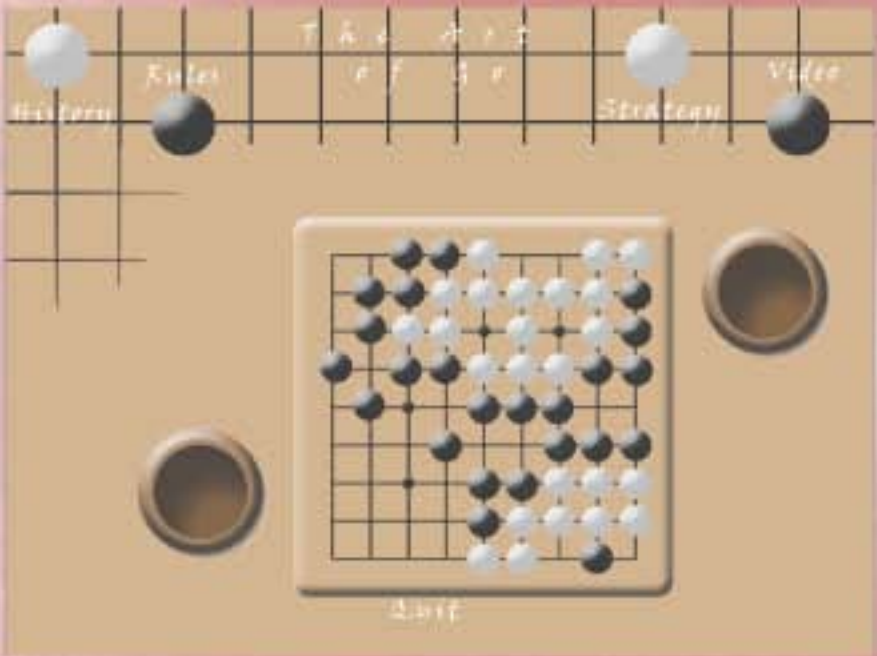
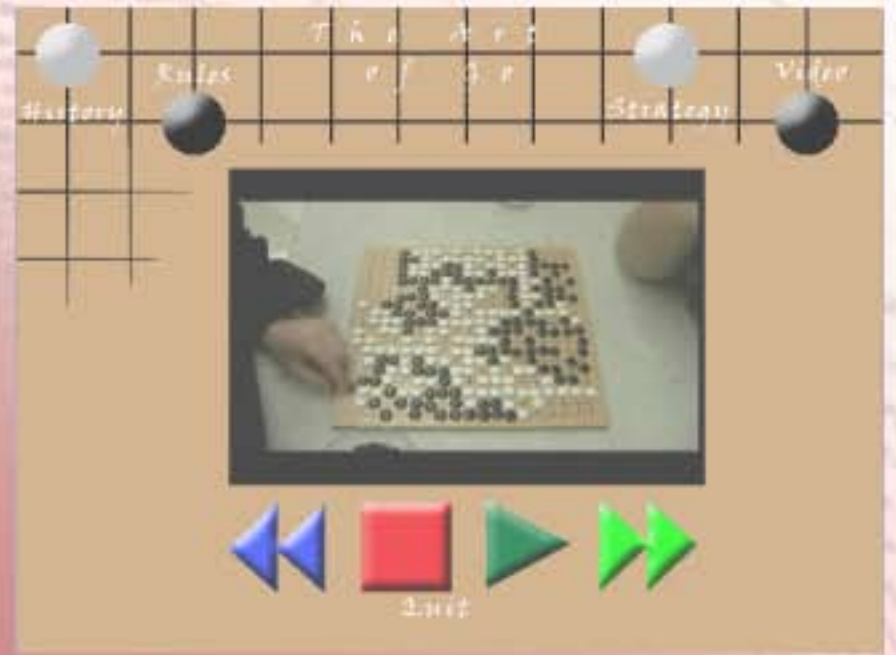
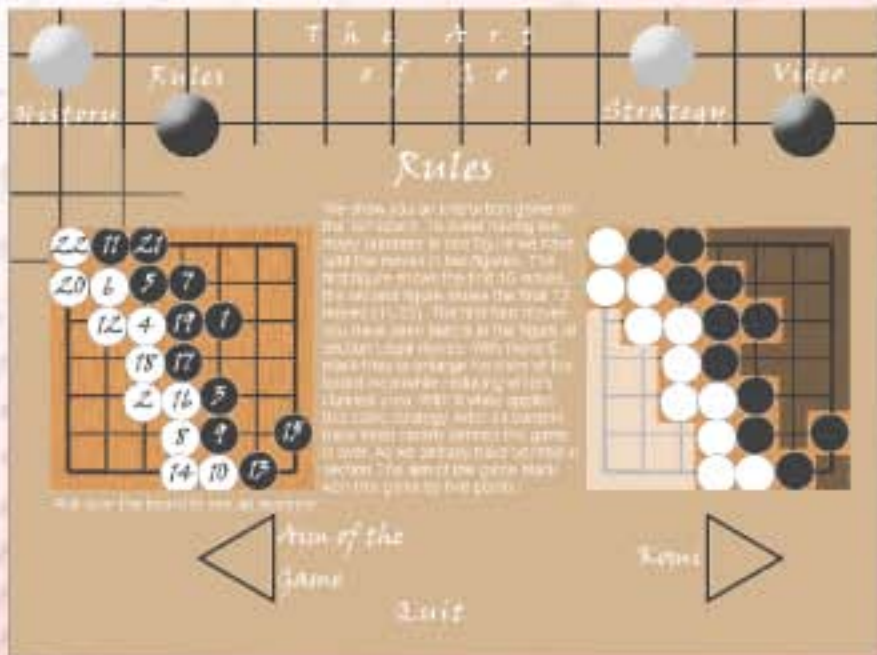




Bub and Bob (Green and Blue) are copy written by
The Taito Video Game Company.

RGB VS. CMYK

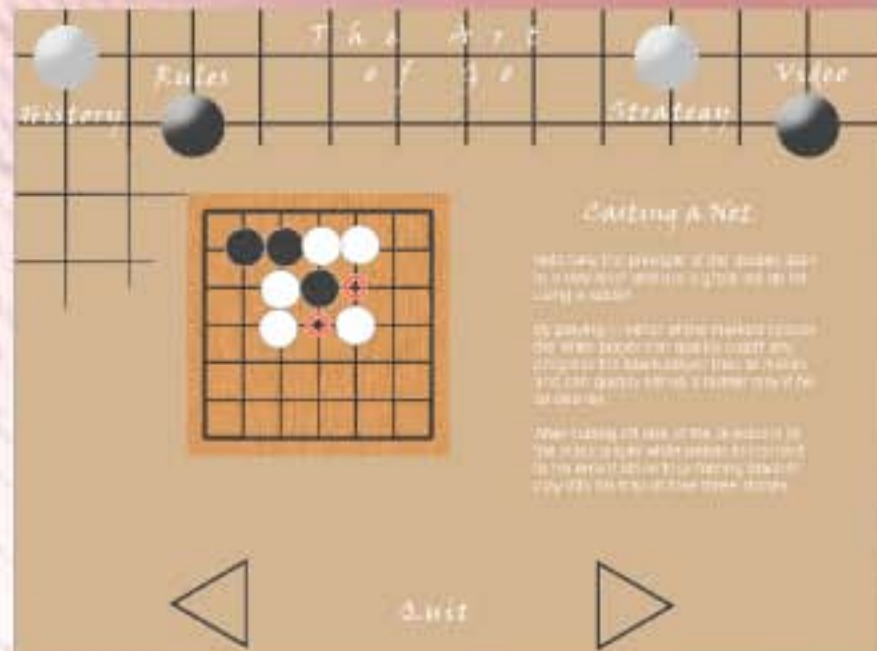
This was part of a contest online to celebrate the 20th birthday of the game Bubble Bobble. I had intended to just make a red one, but it was easy enough to make the 2 main characters that I decided to make some kind of comic. Since I lacked something funny to say I sat there and stared at it and I realized I had RGB. Being the geek that I am I felt the need to make a CMYK version.



The Art of Go

An Instructional CD on how to lay the game of Go.

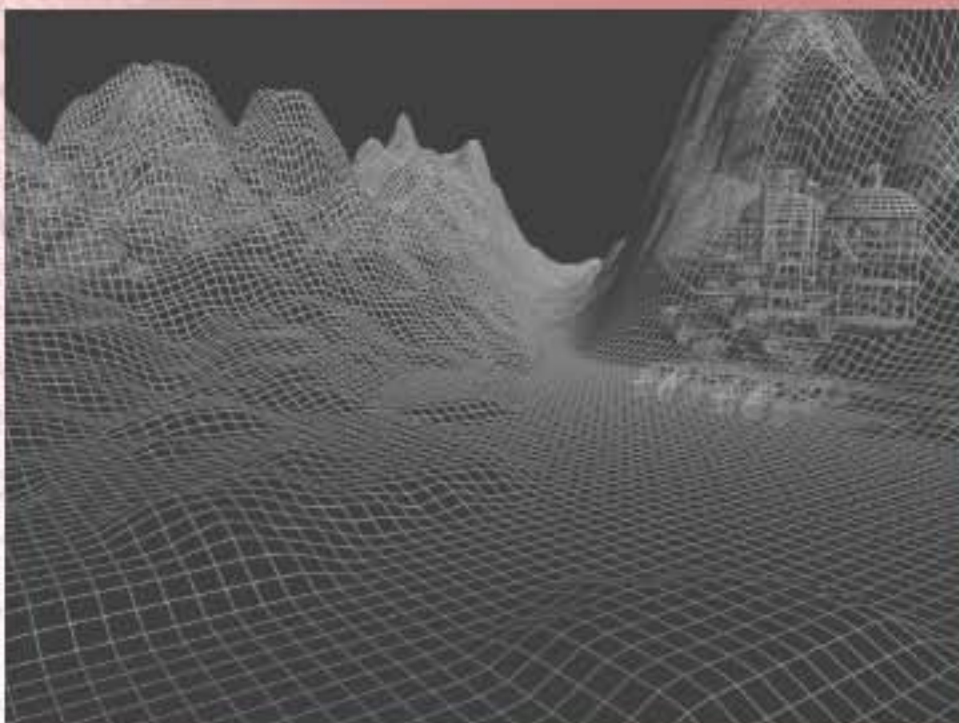
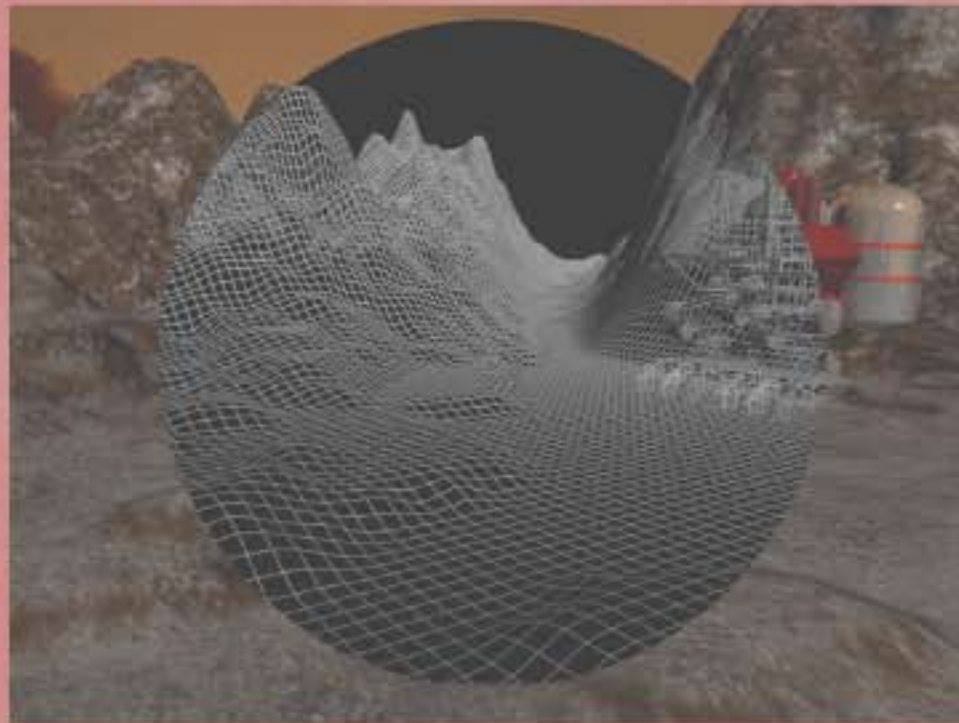
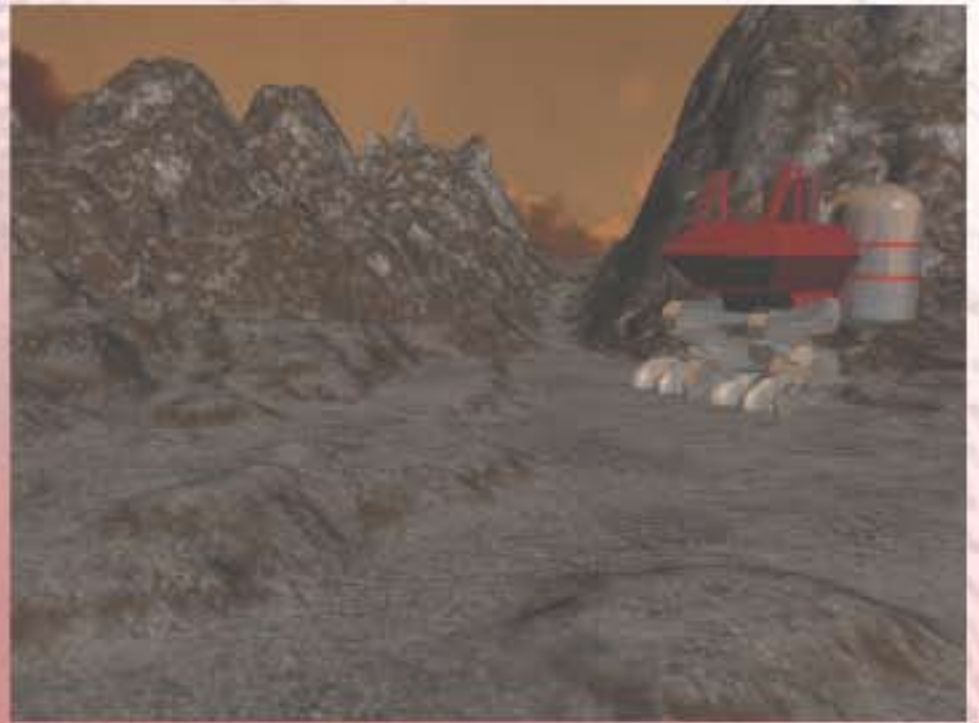
This includes the basic moves and rules as well as some advanced strategies. Also included is a video of a game of to fairly strong players in a game compressed down from 30 minutes





Great Grandparents

This work was done as a Christmas present for my aunt last year. I was given two pictures with water damage to try and restore and if possible combine into one picture.



Steam Mech in Canyon

This was really more of an experimental piece than an attempt at a strong work, but it turned out well none the less.

The mech was an attempt to make a raytraced object that looked like it belonged in the scene. The canyon was an attempt to learn displacement mapping. Both turned out quite well in my opinion.



Church Bell

The bell to a church n the little town I'm building.

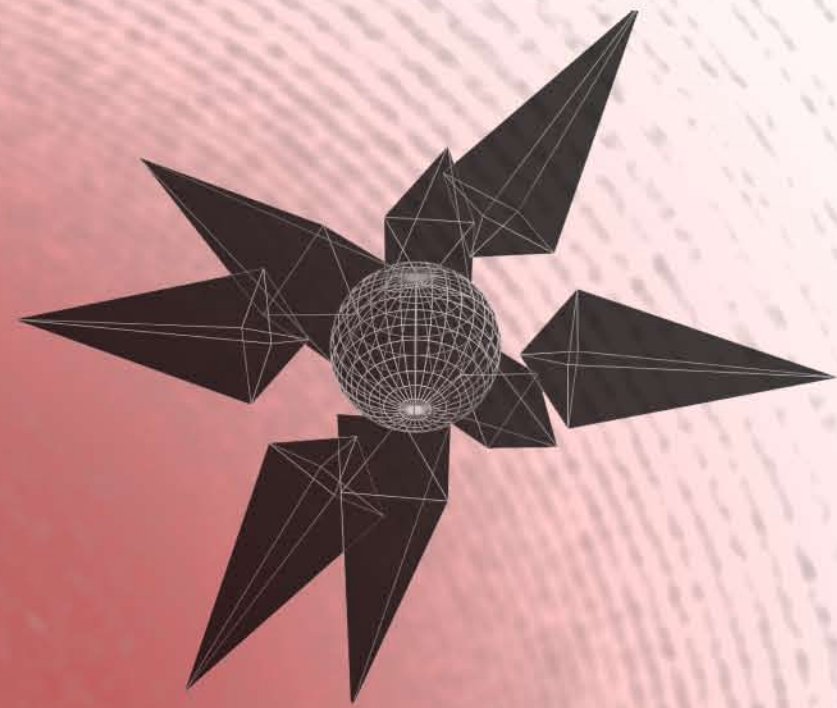
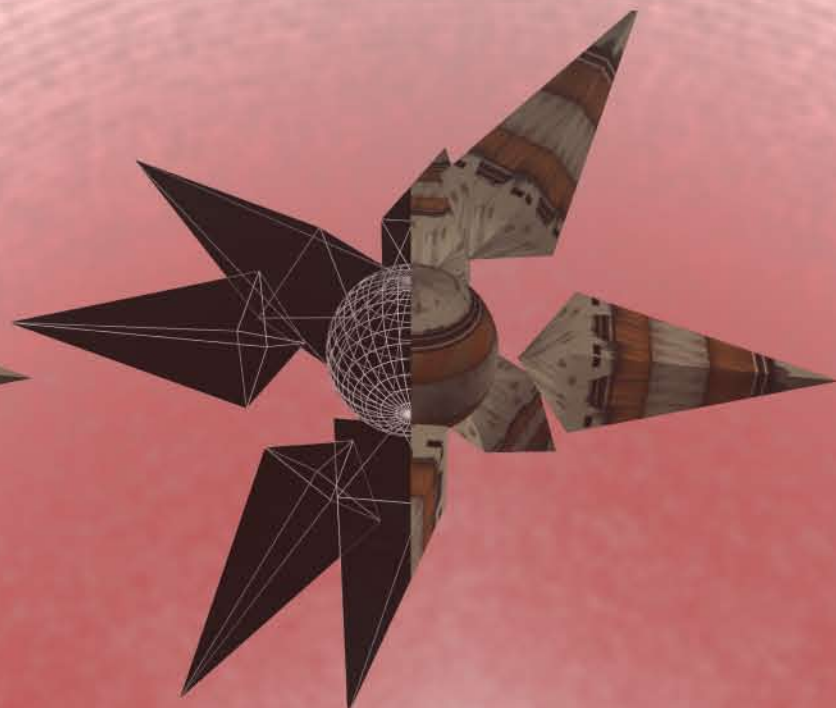
The bell was box modeled off of a cylinder then booleaned the core of it out so that it was hollow.

Next I stuck a smaller model inside so that you couldn't see through the bell. Finally I UVW mapped the texture on the bell.



Gear Wheel

The Gear Wheel to the clock tower in my little village.
This is actually box modeled off of a whole whopping nine polygons. I used normal mapping to rough up the edges a little bit and to confine the moss only to certain areas of the wheel.



Neat Thing #1958
Spinning Space Ship

Honestly this was just killing time that several people thought was really neat.
The ship is animated so that the eight arms spin around the center sphere.

