

Michael Brenner

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3D Demo Reel Shot Breakdown

1. 1890's Guard:
 - Modeled, Rigged, Unwrapped, Textured, Lit and Rendered all scene elements using Maya.
2. Trenched:
 - Modeled, Rigged, Unwrapped, Textured, Lit and Rendered all scene elements using Maya. Background Photo taken by myself. Final compositing done in After Effects.
3. Hall Monitor:
 - Modeled, Rigged, Unwrapped, Textured, Lit and Rendered all scene elements using Maya. Final compositing done in After Effects. The Human Characters are created using modified Turbo Squid Models, and re-textured by myself.
4. Retail Stores:
 - Retail scene created for Ascii Media Inc. for online MMO.
 - Modeled, Unwrapped, Textured, Lit and Rendered all scene elements using Maya. Final compositing done in After Effects.
 - All textures have baked in lighting and are game ready.
5. Deco Land:
 - Modeled, Rigged, Unwrapped, Textured, Lit and Rendered all scene elements using Maya. Final compositing done in After Effects.
6. Robo Ball:
 - Modeled, Rigged, Unwrapped, Textured, Lit and Rendered all scene elements using Maya. Final compositing done in After Effects.

2D Demo Reel Shot Breakdown

1. 2D Game Animations:
 - Flash Animations representing the work done (and currently under NDA) for the NFL for use in an online RPG.
2. Game Assets:
 - Flash Game Assets created for the Facebook game "Fuzzits".
3. Television Spot:
 - Flash and After Effects.
 - Created as graphics for a short television spot in the Phoenix AZ area.

4. Line Tests:

- Various pencil tests done for fun.