

Bob Chamot's Demo Reel 2008 v2 Breakdown Sheet

Title	Date	Tools Used
Props		
Dodge Demon What it is: a model of the Dodge Demon concept car What I did: modeling, texturing, lighting, composition, post production	7/2008	Maya, Photoshop
Individual Props What it is: assorted photorealistic props What I did: some of the photo source images, modeling, texturing, lighting	2007-2008	digital camera, Maya, Photoshop
Environments		
Monastery What it is: a multiplayer, Capture the Flag level for Unreal Tournament 3 What I did: concept, level design and layout, texture placement, lighting, AI, sounds, testing	8/2008	Unreal Editor for Unreal Tournament 3
Command Room What it is: a small game-oriented set conforming to current engine technical constraints What I did: design, modeling, texturing (except photo source images), lighting	2/2008	Maya, Photoshop
Tea Parlor Storefront What it is: a replica of a real NYC Chinatown tea parlor's storefront What I did: modeling, texturing (except photo source images), lighting, compositing	4/2007	Maya, Photoshop
Characters		
Durandal's Terminal What it is: an artificial intelligence talking to the player via a video terminal What I did: interpretation, modeling, texturing, setup & animation, voice, post production	11/2007	video camera, microphone, Maya, Photoshop, Sound Studio, iMovie, Quicktime
Promotional art for E:MR What it is: an animated progression of the process from concept to finished product What I did: concept sketch, modeling (except some weapon models), texturing (except wall/floor), rigging, posing, scene composition	8/2007	pencil, Maya, Photoshop, Terragen
Knife Escape What it is: an excerpt from a standalone animated short What I did: concept, design, photography, modeling, texturing, lighting, rigging, animating, music, sound effects	4/2007	digital camera, Maya
Fine Art		
Fine Art shots What it is: standalone artistic renders and photographs What I did: design, modeling, texturing, lighting, photography	various	Maya, Terragen, digital camera