

Demo Reel Breakdown

Run Time: 3 Minutes

Joe Whyte

818-642-1410

whytewords@yahoo.com

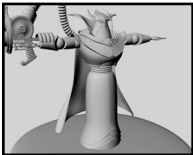
www.whytеноise.com



Toy Story 3 (pre-Pixar): "Woody" Test Scene

Description: Modeled "Woody", the room, and some of the props (all poly models).

Software Used: Maya



Toy Story 3 (pre-Pixar): "Zurg"

Description: Modeled "Zurg" (poly model).

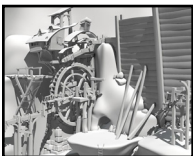
Software Used: Maya



Tangled: Rat

Description: Modeled the rat (poly model).

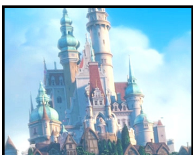
Software Used: Maya



Tangled: Cavern Set

Description: Modeled Environment and Props (poly model).

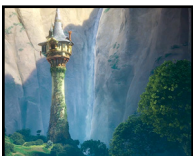
Software Used: Maya



Tangled: Castle

Description: Modeled the Kingdom Castle (poly model).

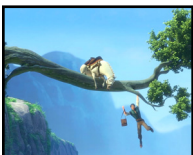
Software Used: Maya



Tangled: Rapunzel's Tower Valley

Description: Modeled Environment including valley walls, rocks, bushes and trees, and segments of the Tower, including the interior and props.

Software Used: Maya, ZBrush



Tangled: Cliff with Tree

Description: Modeled entire Environment. Tree model breaks into multiple pieces (poly model).

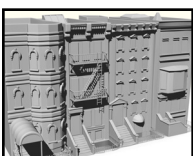
Software Used: Maya, ZBrush



Tangled: Tavern Interior and Tunnel / Props

Description: Modeled most of the Tavern Interior. Modeled and Rigged Trap Door, Floor Board, Doors and Window. Modeled many of the props.

Software Used: Maya, ZBrush



Bolt: Sets and Props

Description: Modeled Buildings, Vehicles, Various Props.

Software Used: Maya, ZBrush



Cantina Creative: "Tik Tok" Robot (for Animation Test)

Description: Modeled from rough sketches. Designed and modeled all working aspects of the robot. Textured robot for pre-vis only.

Software Used: Maya, ZBrush



American Dog: Gypsy Wagon

Description: Modeled the wagon (poly model). This was for a scene in “American Dog”, which was the previous incarnation of the Disney film that became “Bolt”.

Software Used: Maya



Prep and Landing: Living Room, Santa’s Office Hallway, Various Props

Description: Modeled multiple sets and props (poly models) for the Disney Christmas Special, “Prep and Landing”.

Software Used: Maya, ZBrush



Chicken Little: Cluck House / Buildings / Spaceship / Props

Description: Modeled multiple environments and props (poly models).

Software Used: Maya



Treasure Planet: “Destiny” Spaceship

Description: Modeled ship and associated props (NURBS models). I am credited as the main Modeler on this show.

Software Used: Alias Power Animator / Maya (Disney Animation switched from Alias PA to Maya 1.0 during this production)



Treasure Planet: “Captain Silver”

Description: Modeled Silver’s robot arm, leg and parts of the eyepiece (NURBS models). Also modeled the Kitchen Environment except for some of the hanging fruit.

Software Used: Alias Power Animator / Maya



Strange Magic: Pre-Vis Work

Description: Senior Pre-Vis Modeler for Lucasfilm Animation’s “Strange Magic”. Modeled low-res versions of sets, props, and characters for use in previsualization of the film. This is the character “Sonny”, in his low-res form and some facial blends. Modeled and Textured (poly model).

Software Used: Maya, ZBrush, Photoshop, ZViz (Lucasfilm proprietary software)



Imagicademy: Environments and Props

Description: Modeled and Textured Environments for Disney Digital Learning’s “Imagicademy” series of educational apps.

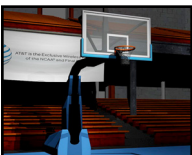
Software Used: Maya, Photoshop, Mari, Substance Painter



Temple Run - Oz: Sets, Props and Characters

Description: I was Lead Environment Artist on this mobile video game. Modeled and textured the China Doll. Textured the Baboons.

Software Used: Maya, ZBrush, Photoshop, Unity



NCAA Basketball Storefront Project: Basketball Court

Description: Virtual Set for live-action interactive storefront. Modeled and textured the basketball court and props (poly models).

Software Used: Maya, Photoshop, Substance Painter



White Knight and SpaceshipOne: The Ships

Description: Photoreal model of “White Knight” and “SpaceShipOne” for pitch reel.

Software Used: Maya, Photoshop