

ALEX MILLER

ENVIRONMENTAL MODELER • TEXTURE AND LIGHTING

Demo Reel Breakdown

- Floating Tree

Used Vue 8 xStream plugin for Maya 2009 to create the horizon and background. Modeled, textured and lit the tree in Maya 2010 and rendered in Mental Ray. Painted textures in Photoshop, created normal maps using Crazybump. Composited in Nuke.

- Central City

Entirely modeled, lit and textured in Maya 2010 with Mental Ray. All textures created in Photoshop. Rendered in multiple passes, including depth pass and ambient occlusion. Composited in After Effects.

- Meteor

Modeled, lit and textured in Maya 2010 with Mental Ray with multiple passes. All textures created in Photoshop. Composited in After Effects.

All modeling, lighting and texturing work was mine, with the exception of the use of the Vue 8 xStream plugin in Floating Tree.