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(Approved Working Holiday Visa in UK)

Shot List

Shot # 1

- Vampire Squid Creature :Modeling | Texturing | Lookdev | Lighting
- Used Maya and Zbrush for modeling and detailing.
- Photoshop and Zbrush for textures
- Light and Rendered in Renderman

Shot # 2

- Sea Spider Creature :Modeling | Texturing | Lookdev
- Used Maya and Zbrush for modeling and detailing.
- Photoshop and Zbrush for textures

Shot # 3

- CG Environment
- Lighting and Rendering
- Mid ground projection painting
- Background assist matte paint
- Assembled assets

Shot # 4

- Cute Dog Creature eating :Modeling | Texturing | Lookdev
- Used Maya and Zbrush for modeling and detailing.
- Photoshop and Zbrush for textures
- Face Shapes

Shot # 5

- Dog Creature Running at camera :Modeling | Texturing | Lookdev
- Used Maya and Zbrush for modeling and detailing.
- Photoshop and Zbrush for textures
- Facial Shapes.

Shot # 6

- Dog Creature licking :Modeling | Texturing | Lookdev
- Used Maya and Zbrush for modeling and detailing.
- Photoshop and Zbrush for textures
- Facial Shapes.

Shot # 7

- Worm Creature : Modeling
- Used Maya and Zbrush for modeling and detailing.

Shot # 8

- Big Insect Creature Run : Modeling | Texturing | Lookdev | Lighting
- Used Maya and Zbrush for modeling and detailing.
- Photoshop and Zbrush for textures
- Light and Rendered in Renderman

Shot # 9

- Environment : CG Background
- Maya Modeling
- Photoshop Textures
- Mental Ray Lighting and Rendering

Shot # 10

- Sea Spider Creature :Modeling | Texturing | Lookdev
- Used Maya and Zbrush for modeling and detailing.
- Photoshop and Zbrush for textures

Shot # 11

- Big Insect Creature jump : Modeling | Texturing | Lookdev | Lighting
- Used Maya and Zbrush for modeling and detailing.
- Photoshop and Zbrush for textures
- Light and Rendered in Renderman