What I created a studio environment, textured the car and illuminated the scene.

Baroque Pearl

I created the model and scene in its entirety.
I set up the scene, lit, and rendered it. Beats Pill
I did texturing and lighting for this scene.
Backpack
I modeled, textured, lit, and animated this project
I created this model, lit, textured and rendered this scene of a Pearl and Silver Necklace. Solo project I created entirely in Modo.
Specialized Cycling Glove.
Modeling, texture, lighting, rendering.

Fashion Handbag modeling, texturing, lighting, animation.

Samsung Gear S2
This was modeled entirely in modo. I also textured and lit the scene.
Shelf Elf

I modeled, textured, scene layout, rendered all elements in the scene

Mens Fashion Belts

I modeled, textured and rendered all elements in this scene

Gerber Utility Knife.

I modeled, textured and light
same as above

Hood Ornament Model, texture, light, render

Crow Bass Guitar Modeled, textured, light, scene layout and rendered.
I modeled the lightbulbs and placed them in the scene. Then created the illumination element.
Merceded Commercial
Contributed to the texturing of the model Aston Martin Commercial.

I light the buildings in the scene.
Aston Martin Commercial. I contributed to the surfacing of the model. HP Beats Monitor. Modeled and lit the environment.
Acura Commercial modeled bird elements for the scene.

Absolute Commercial, layout elements for the scene.
Hotels.com modeled custom elements for miniature hotel rooms including glass cube. History Channel documentary Modeled creature and environment, lighting, atmosphere, animation including school of fish. Boated modeled the boat and shore, textured and lit the scene. Then animated the scene.
2015 Acura NSX I created a studio environment, textured the car and illuminated the scene.

Baroque Pearl I created the model and scene in its entirety.
HP Beats Monitor. I set up the scene, lit and rendered it.

Beats Pill  I did texturing and Lighting for this scene.

Backpack  I modeled, textured, lit and animated this project
Pearl Necklace I created this model, lit, textured and rendered this scene.

Pearl and Silver Necklace.
Solo project I created entirely in Modo.

Tree Frog
Modeling, texturing, lighting, rendering.
Specialized Cycling Glove.
Modeling, texture, lighting, rendering.

Fashion Handbag
modeling, texturing, lighting, animation.

Samsung Gear S2
This was modeled entirely in modo. I also textured and lit the scene.
Starbucks Travel Mugs modeled, textured and rendered.

Snake modeled, mapping, animation, rendering

Building model, texture, rendering
Shelf Elf
Modeled, textured, scene layout, render all elements in the scene

Mens Fashion Belts
I modeled, textured and rendered all elements in this scene

Gerber Utility Knife.
I modeled, textured and light
same as above

Hood Orniment
Model, texture, light, render

Crow Bass Guitar
Modeled, textured, light, scene layout and rendered.
Crow Bass Guitar Close Up
Modeled, textured, light, scene layout and rendered.

Pinup Chair
Model, textured light, animated

Toyota Commercial
I modeled the lighbulbes and placed them in the scene. Then created the illumination element.
Merceded Commercial.
Contributed to the texturing of the model

Aston Martin Commercial.
I light the buildings in the scene.
Aston Martin Commercial.
I contributed to the surfacing of the model.

HP Beats Monitor.
Modeled and lit the environment.
Acura Commercial
modeled bird elements

Absolute Commercial,
layout elements for the scene.
Hotels.com commercial
modeled custom elements
for miniture hotel rooms
including glass cube

History Channel
documentary Modeled
creature and envirohnmen.,
lighting, atmosphere,
animation including school of
fish.

Boat
I modeled the boat and
shore, textured and lit the
scene. Then animated the
scene.
Using a CAD model I positioned the car and added lights. Used Modo's organic modeling tools and replicators to create the chain.
Used a client supplied CAD model and stripped it of all unnecessary parts the created the scene and textured all the parts based on item specs Though I did not model this object I created the lighting and composition.

I used Modo, and Photoshop to create this model.
Everything was created in Modo.

I used the render curve function then froze the geometry cache then textured and rendered the scene.

I created the frog model and rigged it for animation. I painted the frog in Modo. I used photomapping on the leaves.
I created this project as a test for a client and to test a certain modeling technique.

Basic modeling techniques in Modo were used to create a cloth-like form for the purse.

This was built entirely in modo without the aid of cad data. The client only provided photographs.
I used the procedural textures as a displacement for the patterns.

This was based on a hi rez photo supplied by the client. Basically this was a photomapped project.

I created this project based on a photo that I found on the web. I wanted to see if I could simulate the metal and glass photorealistically.
The elf was created in Zbrush and all other elements were created in modo.

I created the graphics in Photoshop and added them to my Modo models.

This was a Mesh Fusion centric project built entirely within Modo.
I used procedural textures to achieve the oxidized chrome texture and crackled acrylic face.

Modo, mesh fusion, and photo mapping of wood and slate materials
I used mesh fusion to create the chair model.

Modo and Lightwave was used extensively in this project. I was one of a small team of animators on this project.
Used Lightwave 3d to achieve the surfacing.

I was provided with a rather large scene of New York and to create illuminated textures for the digital flyover.
Used Lightwave 3d to achieve the surfacing.

this was a simple model created in Modo for the commercial
This was a shot that required a flock of birds to change direction with an audio cue.

This scene required hundreds of models of items you might find in a nightclub so we mostly did scene layout of premade models.
Standard Modelling gig. I used some Modo and Lightwave.

I used Zbrush to create the pleasaurs and instances for the rocky ground. Atomospherics was added in the comp.

this was a standare Modo project that was inspired by a photograph. I wanted to see how close I could get to photorealism.
This was one of several Modo exercises for my students at Honda/Acura R&D

This was created for one of the Foundry's promotional videos.
This was a client commercial project.

This was created as a commercial client project.

This was a test project I created in order to train a Backback manufacture in the use of Modo.
This was created for one of the Foundry's promotional videos.

This was an exercise in how to use illustrator curves in Modo.

This was a project just for fun.
This was a client commercial project.

This hand bag was created for a Foundry Marketing video.

This was a client commercial project.
This was a project just for fun

This was a client commercial project.

This project was created just for fun.
This was created as a fun project for The Foundry's annual Christmas Card contest.

This was created for a Foundry workflow video

This was a project just for fun
I created this project as a test for metallic textures.

This project was created just for fun.
same as above

dthis was created for a Modo how to video.

This was created as a commercial client project.
This was created as a commercial client project.

This was a client commercial project.
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This was a client commercial project.
This was a client commercial project.

This was a History Channel Documentary, I also supervised the vfx on this show.

This project was created just for fun.