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Character Reel Breakdown

1. Pterodactyl. Modeled character for Ice Age 3. Sequence lead on set seen in footage.
2. Capresse des Colonies. Zbrush model based on a bust by Charles Cordier.
3. Archer. Modeled in Maya. Some normal maps generated in Zbrush. Design by Sang Jun Lee.
4. Bot Suit. Modeled in Maya. Design by Kemp Remillard.
5. Headless Horseman. Modeled in Maya. Normal maps and textures created in Zbrush. Design by Clayton Stillwell
6. Ben Franklin. Zbrush model based on a bust by Jean-Antonie Houdon.