

## George Smaragdis Reel Breakdown 2011

- 00:08 | T-Rowe Cable:** Layout, camera animation, rigging, modeling and animation of lightboxes, sheep and environment. (*Maya 2011*)
- 00:16 | Bob:** All design, modeling, rigging, shading, rendering, texturing, animating, compositing. (*Maya 2011, NukeX*)
- 00:24 | Indigold** (personal project): All design, modeling, rigging, shading, rendering, texturing, animating, compositing. (*Maya 2011, NukeX*)
- 00:31 | Entoptica** (personal project): All design, modeling, rigging, shading, rendering, texturing, animating, compositing. (*Maya 2011, NukeX*)
- 00:39 | Bobo:** All design, modeling, rigging, animating. (Produced for Kickstand, *Maya 2011, ZBrush 3.0*)
- 00:45 | Peril:** Proof of concept for short film. All design, modeling, animation, shading, rendering, compositing (Produced for Kickstand, *Maya 2011, ZBrush 3.0, NukeX*)
- 00:53 | Volkswagen:** Contributed camera animation, background texturing. (Produced for Psyop, *Maya 2011*)
- 01:00 | Smarttexture:** A proprietary, projection-based texturing system that allows real-time textures in Maya, with layer support (procedural and file based), individual control over infinite layers of displacement, bump and color maps, that will also animate over deformed/rigged objects. Added functions include dropoff, opacity and blend type. (*Maya 2011*)
- 01:12 | Chase Change:** Lighting, shading, rendering, contributed rigging and animation (Produced for Psyop, *Maya 2011*)
- 01:24 | Timepiece:** Proof of concept for short film. Audio by Robert Duvall (Get Low, 2010) All design, modeling, rigging, shading, rendering, texturing, animating, compositing. (*Maya 2011, NukeX*)
- 01:50 | Labbit:** All modeling, rigging, shading, rendering, texturing, animating, compositing. (Produced for Kickstand, *Maya 2011, ZBrush 3.0, NukeX*)
- 01:55 | Fanta 2011:** Particles, dynamic rigging. (Produced for Psyop, *Maya 2011*)
- 02:04 | Jim Beam White:** Shading, Rendering, animation (Produced for Psyop, *Maya 2011*)
- 02:08 | Scrimshander** (thesis): All design, modeling, rigging, shading, rendering, texturing, animating, compositing. (*Maya 2008, ZBrush 3.0, eyeon Fusion 5.0*)