

DEMO REEL BREAKDOWN

All 3D work done on Autodesk Maya



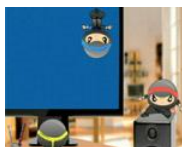
1. Baby Genius Mobile Bear: (Sept 2012) for MediaHive Studios. Modeled, Rigged, Textured, Lit, and Animated. character. Created environment and props.



2. Baby Genius Mobile Rex: (Aug 2012) for MediaHive Studios. Modeled, Rigged, Textured, Lit, and Animated.



3. Baby Genius Mobile Bear: (Nov 2012) for MediaHive Studios. Modeled, Rigged, Textured, Lit, and Animated. (Total of 30 game animations.)



4. Ninja Virus:(Feb 2012) for MediaHive Studios. Flash animated Character 30 sec commercial.



5. UAV Recon: (January 2010) for Simple Productions (France). Created and animated all.



6. Evolv Product: (March 2011) for MediaHive Studios. Textured, lit, animated.



7. Gaia Wind (October 2011) for MediaHive Studios. Modeled, textured, lit, animated.



8. Volunteers: (Dec 2008) Personal work. Animated and modified character. Created environment and props.



9. Reaction: (January 2008) Personal work. Character Norman animated and modified.

Thank you for taking the time to watch my demo reel.

415.816.3990

<http://www.juliomarchand.com/>