

ERIC NEILL - DEMO REEL

SHOT BREAKDOWN

Milo of Croton -1 Month. Modeled, UV'd in Maya. Rendered in Mental Ray. Posed and Sculpted in Zbrush. Displacement maps from Zbrush.

Milo Base Mesh - 5 Days. 24,100 Triangles.

Lion Base Mesh - 4 Days. 18,500 Triangles.

Ford GT40 - 2-3 Weeks. 120,000 Triangles Modeled in Maya using NURBs then converted to poly where details were then added. Rendered in Mental Ray.

Crocodile -2 Weeks. 25,500 Triangles. Modeled, UV'd in Maya. Rendered in Mental Ray. Displacement maps from Zbrush.

Self Portrait - 1 Week. 6,000 Triangles. Modeled, UV'd in Maya. Head Rendered in Mental Ray. Hair Rendered in Maya. Normal and Displacement maps from Zbrush. Hair done with Shave and a Haircut.

"The Way to Heaven" Red Giant Studios -Aug '08-May '09. Modeled and Textured all Characters, Props and Environments, as well as facial and corrective blendshapes for Elephant and Dragon.

Abe Lincoln -2 Weeks. Sculpted in Zbrush from various photo reference.

Rutger Hauer from "Blade Runner" -2-3 Weeks. Sculpted in Zbrush from various photo reference and footage from Rutger Hauer films.

Ecorche Study -Study done for an Ecorche class at AAU. Completed in 9 hours weekly over the course of 15 weeks. Anatomy reference used from Artistic Anatomy by Dr. Paul Richer

Girl on Stool - 2 Days. 30x40 inch White Charcoal Pencil Drawing on black illustration board. Photo reference used in class at AAU.

Self Portrait Drawing -2 Days. 24x36 inch White and black Charcoal Pencil on Grey Canson Paper. Mirror used for reference.