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BREAKDOWN SHEET



1. 3D Froot Loops

The Toucan Sam character and props were modeled by me in Autodesk Maya using polygons. I textured using Adobe Illustrator and Adobe Photoshop. I created a simple rig for the posing. I did the UV mapping, weight painting and rendering.



2. Kitchen

This environment was modeled by me in Autodesk Maya using polygons and Nurbs. The Nurbs were converted to polygons for texturing. I textured using Adobe Photoshop. The glass shader for the chandelier and candles and the metal shaders for the bowl and island chairs are free shaders from <http://www.lugher3d.com/free-maya-shaders/free-mental-ray-shaders.html>. I created the glass shader for blender. I did the UV mapping and rendering also.



3. New Orleans Rapper, Lil Wayne

This character was modeled by me in Autodesk Maya using polygons. This character was created in the likeness of a famous New Orleans Rapper, Lil Wayne. I did the Ambient Occlusion rendering also.