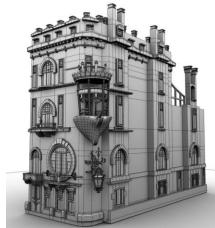# 3D Modeling Breakdown

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Hunchback of Notre Dame: Autodesk Maya.
Based on concept art by Scott Caple
Responsible for modeling and rendering.

'T Bootje (7 Continents) Building: Autodesk Maya.
Art Nouveau Style building from Antwerp, Belgium.
Responsible for modeling and rendering.

Mayors Hearse: Autodesk Maya | 3ds max | Photoshop.
Based on Disneys Nightmare Before Christmas.

Responsible for modeling, texturing, lighting and rendering.

Old Dragon Sculpt: Autodesk Maya | Zbrush

Based on concept art by Unknown Artist.
Responsible for all modeling, texturing, lighting and rendering. Edited in After Effects.

Nite on Town: Autodesk Maya | 3ds max | Photoshop | After Effects.

Original painting/concept is by Illustrator and Painter Nicole Gustaffson.
Responsible for all modeling, texturing, lighting and rendering. Edited in After Effects.