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Shot Breakdown Demo Reel



Shot Number: 001 **Shot Timestamp: 00:00:01:02**

Notes: I modeled this 1:1 recreation our solar system to use as content filler for company website.

Assets: Maya, Photoshop, After Effects, Arnold
Textures from NASA, USGS



Shot Number: 002 **Shot Timestamp: 00:00:07:07**

Notes: Modeled and textured Maxwell and all product boxes. Painted weights for Maxwell rig.

Assets: Maya, Photoshop, Mental Ray



Shot Number: 003 **Shot Timestamp: 00:00:10:42**

Notes: Design originally intended as cinematic backdrop for un-released Interrabbit game.

Assets: Maya, Photoshop, Arnold



Shot Number: 004 **Shot Timestamp: 00:00:14:49**

Notes: This was made using photogrammetry techniques and Maya nDynamics. Intended to be used as filler content for company website.

Assets: Maya, Recap Pro, Photoshop, After Effects, Arnold



Shot Number: 005 **Shot Timestamp: 00:00:17:21**

Notes: CAD Optimization, shader design, light setup.

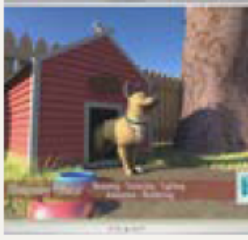
Assets: Maya, Photoshop, Mental Ray



Shot Number: 006 **Shot Timestamp: 00:00:20:41**

Notes: I modeled this 1:1 recreation our solar system to use as content filler for company website.

Assets: Maya, Photoshop, After Effects, Arnold
Textures from NASA, USGS



Shot Number: 007 **Shot Timestamp: 00:00:22:54**

Notes: A classroom tutorial for my students to follow.

Assets: Maya, Photoshop, Mental Ray



Shot Number: 008 **Shot Timestamp: 00:00:25:24**

Notes: I gathered reference photos, Set up the pre-vis layout and temp items for my team to model and replace. I also modeled/textured various items in the scene including background assets. Completion detail was determined by manager.

Assets: Maya, Photoshop, Arnold



Shot Number: 009 **Shot Timestamp: 00:00:32:17**

Notes: I modeled this 1:1 recreation our solar system to use as content filler for company website.

Assets: Maya, Photoshop, After Effects, Arnold
Textures from NASA, USGS



Shot Number: 010 **Shot Timestamp: 00:00:36:02**

Notes: Modeled and textured Maxwell and all product boxes. Painted weights for Maxwell rig.

Assets: Maya, Photoshop, Mental Ray



Shot Number: 011 **Shot Timestamp: 00:00:40:22**

Notes: Modeled as simple study.

Assets: Maya, ZBrush



Shot Number: 012 **Shot Timestamp: 00:00:41:58**

Notes: Modeled as form study

Assets: Maya, Mental Ray



Shot Number: 013 **Shot Timestamp: 00:00:47:01**

Notes: CAD Optimization, shader design, light setup.

Assets: Maya, Photoshop, Mental Ray



Shot Number: 014

Shot Timestamp: 00:00:50:01

Notes: I modeled this 1:1 recreation our solar system to use as content filler for company website.

Assets: Maya, Photoshop, After Effects, Arnold
Textures from NASA, USGS



Shot Number: 015

Shot Timestamp: 00:00:53:41

Notes: I animated this as a test for a secondary cinematic for un-released Interrabbit game.

Assets: Maya, Photoshop, Mental Ray



Shot Number: 016

Shot Timestamp: 00:00:56:06

Notes: Modeled as background asset, then updated to Arch Viz example to be used as filler for company website. Completion detail was determined by manager.

Assets: Maya, Arnold

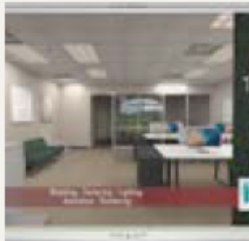


Shot Number: 017

Shot Timestamp: 00:01:00:56

Notes: Made using company acquired assets, and custom models. 75% of the assets seen on screen were made/modified by me, the rest was made by other two team members. Completion detail was determined by manager.

Assets: Maya, Photoshop, Arnold

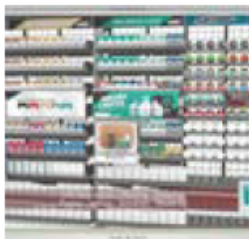


Shot Number: 018

Shot Timestamp: 00:01:11:03

Notes: Modeled/textured during downtime at work, was appropriated by manager to add to company website as filler content.

Assets: Maya, Photoshop, Arnold



Shot Number: 019

Shot Timestamp: 00:01:16:45

Notes: CAD optimization and modified for Unreal engine. Textures made from 2D product scans. Other models and rigs made by myself. Animated and rendered by myself.

Assets: Maya, Photoshop, Arnold



Shot Number: 020 **Shot Timestamp: 00:01:22:58**

Notes: CAD optimization and modified for Unreal engine, tobacco products modeled and textured by myself. Animated by myself. Box rig made by myself.

Assets: Maya, Photoshop, After Effects, Arnold



Shot Number: 021 **Shot Timestamp: 00:01:27:31**

Notes: CAD optimization and modified for Unreal engine, tobacco products modeled and textured by myself. Animated by myself.

Assets: Maya, Photoshop, Arnold



Shot Number: 022 **Shot Timestamp: 00:01:34:30**

Notes: CAD optimization and modified for Unreal engine, tobacco products modeled and textured by myself. Animated by myself. Box and shelf rig made by myself.

Assets: Maya, Photoshop, Arnold



Shot Number: 023 **Shot Timestamp: 00:01:40:55**

Notes: CAD optimization and modified for Unreal engine, tobacco products modeled and textured by myself. Animated by myself. Merchandiser rig made by myself.

Assets: Maya, Photoshop, Arnold



Shot Number: 024 **Shot Timestamp: 00:01:48:55**

Notes: CAD optimization and modified for Unreal engine, tobacco products modeled and textured by myself. Animated by myself. Pusher tray and hand rig made by myself.

Assets: Maya, Photoshop, Arnold