

JENNIFER THOMPSON

3D Artist

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REEL BREAKDOWN

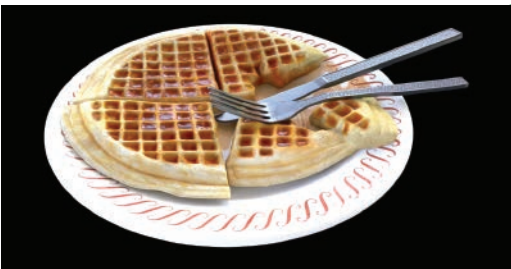
DINER SCENE



Contribution: I UV'd, surfaced and lit everything. I modeled everything except for the syrup jar, caddy, coffee mug, and salt & pepper itself (I modeled the salt & pepper containers).

Software used: Maya, ZBrush, Mari, Arnold, Topogun.

WAFFLE



Contribution: I surfaced, modelled, UV'd & lit everything

Software used: Maya, ZBrush, Mari, Arnold, Topogun.

SUNNY SIDE UP EGG



Contribution: I surfaced, modelled, UV'd & lit everything

Software used: Maya, ZBrush, Mari, Arnold

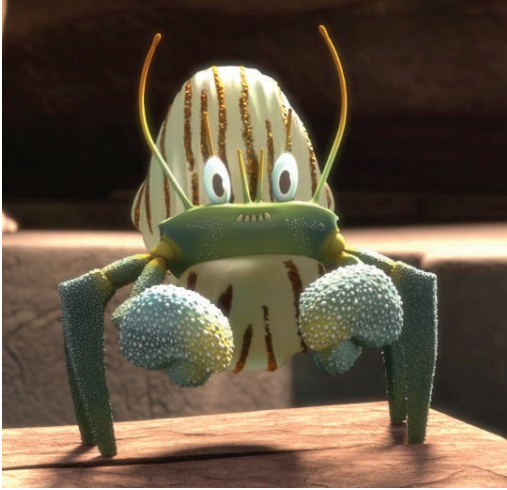
SUGAR CUP



Contribution: I modeled, UV'd, surfaced, and lit everything.

Software used: Maya, Mari, and Renderman.

CRAB



Contribution: I surfaced and UV'd the character, as well as the shell that it is wearing.

Software used: Maya, Mari, Renderman.

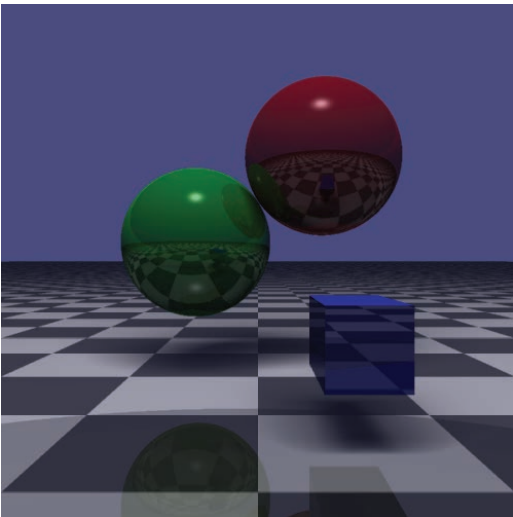
BUTTERFLY



Contribution: I surfaced the character and foreground elements, modeled the foreground elements, storyboarded, helped with layout, and lit 5 out of 6 shots.

Software used: Maya, Mari, Arnold.

RAYTRACER



This raytracer was written in C. The professor provided the class with the .o file, and the intersection test code. Our job was to implement lighting, color, textures, reflections, shadows, and anti-aliasing.