

## Shot Breakdown:

### 1. Anatomy Male

Work: Modeling

Software: Maya 2008 & ZBrush 3.1

Note: Model based off the [www.freedomofteach.com](http://www.freedomofteach.com) sculpture.

### 2. Storm Shadow

Work: Modeling & Texturing

7400 Triangles, 2K Body Texture Maps, & 512 Weapon Texture Maps

Software: Maya 2008 ,Modo 302 Paint, ZBrush 3.1, xNormal, Photoshop

### 3. Jeep Wrangler

Work: Modeling, Texturing, Unreal Editor 3 Materials

4000 Triangles, 2K Texture Maps

Software: Maya 2008, xNormal, Photoshop, & Unreal Editor 3

Note: Shown in game using Unreal Editor 3

### 4. Chewy, the dog

Work: Modeling

Software: Modo 302 & ZBrush 3.1

### 5. Albert

Work: Modeling & Texturing

2200 Triangles, 2K Texture Maps

Software: Maya 2008, xNormal, Modo 302 Paint, Photoshop

### 6. SOS Studios

Work: Modeled entrances, windows, accents, misc & created all texture maps

Software: Maya 2008 & Photoshop

### 7. Dr. Docatto's Lab

Work: Modeling , Texturing, & Lighting

Software: Maya 7 & Photoshop