

MATT CORCORAN

WWW.CORCORAN3D.COM

MATT@CORCORAN3D.COM

614-353-1216

Shot Breakdown:

- 1. Anatomy Male**
Work: Modeling
Type: Polygonal
Software: Maya 2008 & ZBrush 3.1
- 2. Albert**
Work: Modeling
Type: NURBS
Software: Maya 2008
- 3. Gorilla**
Work: Modeling
Type: NURBS
Software: Maya 2008
Design by Sagar Patel
- 4. Jeep Wrangler**
Work: Modeling
Type: NURBS
Software: Maya 2008
- 5. Storm Shadow**
Work: Modeling
Type: Polygonal
Software: Modo 302 & ZBrush 3.1
- 6. Chewy, the dog**
Work: Modeling
Type: Polygonal
Software: Silo 2, Modo 302 & ZBrush 3.1
- 7. Universal Man**
Work: Modeling & Blends
Type: Polygonal
Software: Maya 7
- 8. Austin Mini**
Work: Modeling & Shading
Type: Sub-D
Software: Modo 301 & Maya 8
- 9. SOS Studios**
Work: Modeled entrances, windows, accents, misc & textures
Type: Polygonal
Software: Maya 2008 & Photoshop
- 10. Dr. Docatto's Lab**
Work: Modeling & Texturing
Type: Polygonal
Software: Maya 7 & Photoshop
- 11. iPod Classic**
Work: Modeling & Texturing
Type: Sub-D
Software: Modo 302
- 12. Frank – Clay Sculpture**
Work: Sculpting
Type: Clay