

Seva Verbitsky`s Demoreel Breakdown List

Personal Project	Shot #1	Technique/Tools	Art Responsibilities
	Elephant (2011)	Maya, ZBrush, Topogun, UV-Layout, Photoshop	Modelling CG elephant. Zbrushing. UVmapping. Re-topologing. Texturing.
Professional Project	Shot #2	Technique/Tools	Art Responsibilities
	"Salt", features, Columbia Pictures (2010)	Maya, UV-Layout, Photoshop	Modelling and Texturing CG super jet. UVmapping
Personal Project	Shot #3	Technique/Tools	Art Responsibilities
	Tiger (2010)	Maya, ZBrush, UV-Layout, Shave and Haircut, Body Paint 3D, Photoshop, Mental Ray	Modelling CG tiger. Blendshaping. Hairdressing. Zbrushing. UVmapping. Texturing. Surfacing. Rendering.
Professional Project	Shot #4	Technique/Tools	Art Responsibilities
	"Wanted", features, Universal Pictures (2008)	Maya	Modelling low-poly rats for CG crowd and proxy objects for rendering passes: truck, door, letters. Camera matching.
	"Wanted", features, Universal Pictures (2008)	3DStudio Max	Modelling CG factory: towers, walls, billdings, river coast line, fences.Camera matching.
Professional Project	Shot #5	Technique/Tools	Art Responsibilities
	"Interceptor", features, Rus-Media (2009)	Maya, UV-Layout, ZBrush	Modelling CG creacher. UVmapping. Zbrushing
Professional Project	Shot #6	Technique/Tools	Art Responsibilities
	"Savva", animation film. Official trailer (2015)	ZBrush, UV-Layout	Modelling CG location: rocks, stones, ground. Zbrushing. UVmapping.
	"Savva", animation film. Official trailer (2015)	Maya, ZBrush, UV-Layout	Character Blendshaping
	"Savva", animation film. Official trailer (2015)	ZBrush, UV-Layout	Modelling CG property
Personal Project	Shot #7	Technique/Tools	Art Responsibilities
	Baby And The Netsuke (2007)	3dStudio Max, Zbrush, UV-Layout, Photoshop, Mental Ray	Modelling CG netsuke. UVmapping. Texturing. Surfacing. Rendering
	Baby And The Netsuke (2007)	3dStudio Max, Zbrush, UV-Layout, Photoshop, Mental Ray	Modelling CG baby. UVmapping. Texturing. Zbrushing. Rigging. Surfacing. Rendering
Personal Project	Shot #8	Technique/Tool	Art Responsibilities
	Borodinsky Bridge (2006)	3dStudio Max, Photoshop, VRay	Modelling CG sculpters. UVmapping. Texturing. Surfacing. Rendering