



## Breakdown Sheet



### Goblin

All aspects except model  
(Model by Stephen Ehl)  
[Mari, Maya, Nuke, PS]

:02-:14



### Warehouse - WIP

All aspects except lighting  
(Lighting by Bryanna London)  
[Mari, Maya, Nuke, PS]

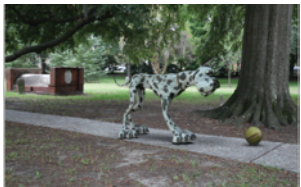
:14-:24



### Slender Salamander

All Assets, HDR Lighting  
(Shading help by Ross Macaluso)  
[Mari, Maya, Nuke]

:24-:32



### Dog

Backdrop, Lighting, Texturing/Shading,  
Compositing  
[Maya, Nuke, Photoshop, Mudbox]

:32-:38



### Prosperous Buddhas

Backdrop, Lighting, Procedural Shading,  
Compositing  
[Maya, Nuke, Photoshop]

:38-:56



### Beetle

Backdrop, Modeling, Animation, Texturing  
Collaborative Project with Bryanna London  
[Maya, Photoshop, Mudbox]

:56-1:03