

Tom Angus Demo Reel Breakdown

- 1) Iron and the Maiden - Modeling, texturing, and lighting of buildings, street, snow, cars, trees. (Everything but characters)
- 2) MLB Inside Pitch 2003 - Safeco Park - Xbox - Modeling, texturing.
- 3) Resistance : Retribution -PSP - Modeling and texturing of the 3D environment assets. (did not do the matte painting)
- 4) Iron and the Maiden - Modeling, texturing, and lighting of entire interior and all objects. (Everything but characters)
- 5) Superman Returns - previs scene - Xbox 360 - Modeling and texturing of the 2 background buildings, the green copper roof building, and the modern building on the right.
- 6) Resistance : Retribution -PSP - Modeling and texturing of the 3D environment assets.
- 7) Iron and the Maiden - Photon Car - Modeling and texturing.
- 8) Resistance : Retribution -PSP - Modeling and texturing of the 3D environment assets.
- 9) Iron and the Maiden - Alley shot - Modeling and texturing of all the 3D buildings and props. (did not do the matte painting or cars)
- 10) Superman Returns - Green Light video -Modeling and texturing of most buildings and the streets. (did not do the matte painting, elevated roads, skybridges)
- 11) Iron and the Maiden - Modeling, texturing, and lighting of entire interior and all objects. (Everything but characters)
- 12) Iron and the Maiden - Lubicus G45 and Lubicus M002- Modeling and texturing. The Lubicus M002 (second gun) need to be technically functional for an "X-ray" shot that did not make it into the movie.
- 13) MLB Inside Pitch 2003 - Miller Park - Xbox - Modeling, texturing.
- 14) Resistance : Retribution -PSP - Modeling and texturing of the 3D environment assets. (did not do the matte painting)
- 15) Superman Returns - game play - Xbox 360 - Modeling and texturing of some of the buildings, all of the terrain, initial setup of the surface streets, initial setup of all of the buildings placements using "Lots" a custom tool for the environments. I worked closely with the programmers to setup LOD shaders for all of the buildings.
- 16) Resistance : Retribution -PSP - Modeling and texturing of the 3D environment assets. (did not do the matte painting)

17) Iron and the Maiden - Photon Car - Modeling and texturing.

18) Superman Returns - game play - Xbox 360 - Modeling and texturing of some of the buildings, all of the terrain, initial setup of the surface streets, initial setup of all of the buildings placements using "Lots" a custom tool for the environments. I worked closely with the programmers to setup LOD shaders for all of the buildings.

19) Resistance : Retribution -PSP - Modeling and texturing of the 3D environment assets. (did not do the matte painting, airship, or guns)

20) Iron and the Maiden - Modeling, texturing, and lighting of entire interior and all objects. (Everything but characters)

21) Resistance : Retribution -PSP - Modeling and texturing of the 3D environment assets.

22) Superman Returns - game play - Xbox 360 - Modeling and texturing of some of the buildings, all of the terrain, initial setup of the surface streets, initial setup of all of the buildings placements using "Lots" a custom tool for the environments. I worked closely with the programmers to setup LOD shaders for all of the buildings.

23) Resistance : Retribution -PSP - Modeling and texturing of the 3D environment assets and fire FX.

24) Superman Returns - game play - Xbox 360 - Modeling and texturing of some of the buildings, all of the terrain, initial setup of the surface streets, initial setup of all of the buildings placements using "Lots" a custom tool for the environments. I worked closely with the programmers to setup LOD shaders for all of the buildings.

25) Resistance : Retribution -PSP - Modeling and texturing of the 3D environment assets, fire and smoke fx. (did not do the matte painting)

26) Resistance : Retribution -PSP - Modeling and texturing of the 3D environment assets. (did not do the matte painting, airship, and cars)

27) Iron and the Maiden - Modeling, texturing, and lighting of entire interior and all objects. (Everything but characters)

28) Resistance : Retribution -PSP - Modeling and texturing of the 3D environment assets. (did not do the matte painting, aliens)

29) Hope - Ledge Shot - Modeling and texturing of building and ledge, and the sword on Hope's back.