

LISA SHEPHERD

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DEMO REEL BREAKDOWN

Bohdana

- (April 2008) Class project; Using several reference images, I modeled a realistic human girl, and added realistic clothing, using Maya 8.0.
- I did basic coloring using lamberts in Maya, wireframes were done by UV mapping her using Maya and then Photoshop
- I did a basic rig using IK/FK handles in order to pose the final version of the figure

Nausicaa

- (April 2008) Class project; Using several reference images, I modeled the anime character "Nausicaa", using Maya 8.0
- Based off Hayao Miyazaki's "Nausicaa of the Valley of the Wind"
- Modeled in a T-pose, I created a basic rig using IK/FK handles in order to pose her
- UV mapped and created a texture in Photoshop for the 'wireframe' version

Betty

- (May 2008) Group Project; As part of a larger group animation short, I modeled one of the main characters, "Betty", using Maya 8.5
- Assignment called for 50's style clothes and hair, and to look as though she was made out of clay for a clay-mation style animation, and to match the style of the other main character, done by a teammate

Jay and Kai

- (June 2008) Group Project; I modeled two dogs and a complete environment (rocks, trees, grass, a river, and flowers)
- The dogs were based off sketches made by a friend for a short (45 second) animation project
- I used Maya 8.0 for all the modeling
- I created blend shapes for both dogs to use for facial animation
- I UV mapped Jay, the rocks, and trees using Maya, and used Photoshop to texture them
- Final version of the animation can be seen on my website under 'capstone'

Desk and Chair

- (September 2008) I modeled a secretarial desk and basic rolling chair for a personal project
- Done in Maya 2008

Water Meter

- (Fall 2006) Class project; I modeled a basic water meter, along with two other large pipes found on campus
- Modeled in NURBS; Done in Maya 7.0

Dragonfly

- (March 2008) Class project; I modeled the dragonfly using Maya 8.0
- The dragonfly is based off of several different species of dragonflies

Sakura

- (April 2007) Class project; Using several reference pictures, I modeled the anime character "Sakura", using Maya 8.0
- Based off "Cardcaptor Sakura" produced by CLAMP.
- I did a basic rig using IK/FK handles in order to pose the final version of the figure