

Tyrone Woodland

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Shot List



Project: Daybreakers Demo

Studio: Trilogy Studios

Position: Sr. Environmental Artist

Responsibilities: modeling props, buildings, foliage, vehicles, environment lighting, texture maps and complex materials shaders. My role on Daybreakers as a Sr. Environmental Artist was modeling the volcano, pine trees, building supports, lower back wall and floor geometry in Maya. I created the normal map using ZBrush and the texture maps using Photoshop.

Software: Maya 8.5, ZBrush 3, Photoshop CS2

Engine: Unreal 3 Engine

Console: Xbox 360, PC



Project: MTX Mototrax

Studio: Left Field Productions

Position: Lead Environment Artist for Activision

Responsibilities: level design, modeling arenas, props, buildings, vertex coloring, environment lighting, texturing the arenas, props, buildings, track and skybox

Software: Maya, 3D Studio Max, Photoshop, Fireworks

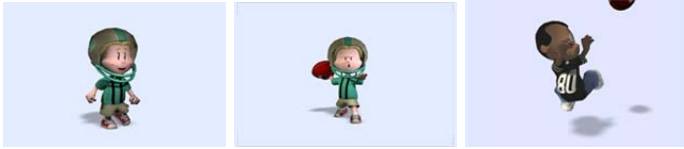
Engine: Neversoft's Tony Hawk Underground Engine

Console: Xbox, PS2, Game Cube

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Project: Backyard Football

Studio: Left Field Productions

Position: Lead Character Animator

Responsibilities: animating the characters, character design, scripting the automated skeleton rig, character rigging and skinning, setting up mouth shapes for dialogue, posing shelves & setting up the work flow

Software: Maya, Magpie Pro, Premiere, Photoshop

Console: Game Cube



Project: NBA Courtside

Studio: Left Field Productions

Position: Environment Artist

Responsibilities: level design, modeling arenas, props, buildings, vertex coloring, environment lighting, Texturing the arenas, courts, basketball hoops, props

Software: Maya, Premiere, Photoshop

Console: Game Cube



Project: Female Head WIP

Position: Modeling Exercise

Responsibilities: modeling the base geometry in Maya and sculpting the model details in ZBrush.

Software: Maya 8.5, ZBrush 3, Photoshop CS2

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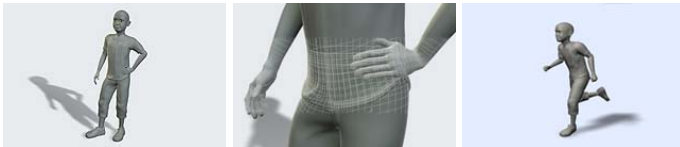


Project: Female Anatomy WIP

Position: Modeling Exercise

Responsibilities: modeled the base geometry in Maya. This exercise was to model the geometry using the technique “spin faces” which is to turn the quad faces to follow the flow of the muscles.

Software: Maya 8.5, ZBrush 3, Photoshop CS2

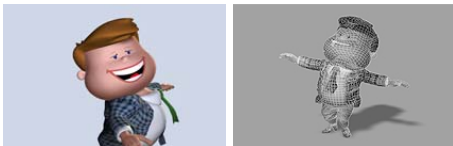


Project: Project Dominique

Position: Personal Project

Responsibilities: modeling geometry, animating the character, character design, building the rig setup, character skinning, pose shelve & scripting

Software: Maya, Premiere, Photoshop



Project: Fat Guy In A Little Coat

Studio: Animation Exercise

Position: Lead Character Animator

Responsibilities: modeling the character, animating the character, character design, character rigging and skinning, setting up mouth shapes for dialogue, posing shelves & setting up the work flow

Software: Maya, Magpie Pro, Premiere, Photoshop

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