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Modeling Reel Breakdown

0:04-0:18

Project: Modeling test for Disney

Role: 3D Modeler

About: Mr. Roberts, a recruiter for Disney Animation, was kind enough to evaluate my reel, and he suggested I do a modeling test. Working from an illustration by Armand Serrano, I created a 3D model from his 2D drawing.

Tools Used: Maya, Photoshop, Arnold

0:18-0:36

Project: Modeling test

Role: 3D Modeler

About: Following Mr. Roberts' advice to add more elements such as the one that opens my reel, I chose a scene from "Pinocchio". The original layout was created by Ken O'Conner. Using Maya, I recreated Ken's wonderful artwork, modeling it to scale.

Tools Used: Maya

0:36-0:59

Project: Alien Antics!

Role: 3D Artist/Layout/Director/Animator/Writer

About: Alien Antics! is my graduate thesis film, and I created all of the 3D models, texturing, and also did the animation. Yes, I did receive permission to use the pictures of Maurice Noble and Ray Harryhausen - an homage to two of my cinematic heroes - in my film.

Tools Used: Maya, Photoshop, Mental Ray

0:59-1:07

Project: Quest for the Lost Treasures of Light

Role: 3D Modeler, Layout

About: For the establishment shot of Joe's Bar & Grill, I wanted a camera movement that went above and beyond the usual stagnant, introductory shot. Plus, it provided me with an opportunity to tip my hat to two other animation greats and the wonderful book they wrote.

Tools Used: After Effects, Photoshop

1:07-1:43

Project: Momino do Rio

Role: 3D Modeler, Layout

About: Created the backgrounds and layout for the trailer to the animated film "Menino do Reo". The models were built using both high and low polygon count.

Tools Used: Maya, Photoshop

1:43-1:53

Project: Alien Antics!

Role: 3D Artist/Layout/Director/Animator/Writer

About: Highly detailed 3D model of a 1958 Plymouth Fury. The model is accurate to the original manufacturer's designs. I also added after-market taillights and a period correct license plate.

Tools Used: Maya, Photoshop, UV Layout

1:53-2:04

Project: Quest for the Lost Treasures of Light

Role: 3D Modeler, Layout

About: Mr. Froschmann is one of the main characters in the film, and this scene is a modeling test of the character.

Tools Used: ZBrush

2:04 -2:15

Project: Skull Face: City of Masks

Role: 3D Modeler

About: Highly detailed, high poly count model of a 1930s Junkers float plane. It is a hero model to be used in the foreground of an important scene in the film.

Tools Used: Maya, UV Layout

2:15-2:22

Project: Alien Antics!

Role: 3D Artist/Layout/Director/Animator/Writer

About: Props and Spaceship used in the production. All were used in a hero shots are highly detailed with high poly counts.

Tools Used: Maya, Photoshop, UV Layout

2:22-2:30

Project: Skull Face: City of Masks

Role: 3D Modeler

About: Low poly count models that were used as background scenery for the film.

Tools Used: Maya, Photoshop, Quixel

2:30-2:35

Project: Modeling test for NASA

Role: 3D Modeler

About: Using the blueprints from NASA, I constructed an accurate model of the Maven Mars satellite.

Tools Used: Maya, Photoshop, UV Layout

2:35-2:42

Project: Alien Antics!

Role: 3D Artist/Layout/Director/Animator/Writer

About: Fuzzo is a main character in my short film. As the chief engineer aboard the spacecraft, he has a helmet full of tools to use for repairs - and also to pick locks!

Tools Used: Maya, Photoshop, UV Layout

2:42-2:47

Project: Alien Antics!

Role: 3D Artist/Layout/Director/Animator/Writer

About: Some examples of the high poly count models and set pieces I created for my film.

Tools Used: Maya, Photoshop, UV Layout

2:47-2:53

Project: Skull Face: City of Masks

Role: 3D Modeler

About: Set piece that I built for the film. Lots of detail and high poly count to be used in hero shots.

Tools Used: Maya, Photoshop, UV Layout