Dennis Schmidt | Demo Reel Breakdown | dschmit3d@gmail.com
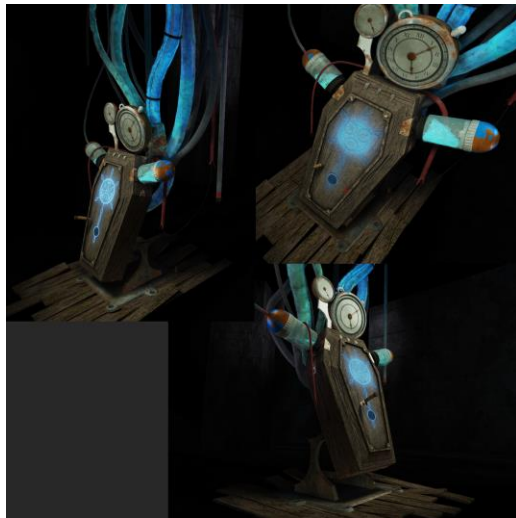

Workshop:

Maya was used for low and high poly models. Zbrush was used for high poly details. Photoshop was used for texturing with sizes ranging from 512 to 1024. All textures include diffuse, normal and specular maps. xNormal was used to generate normal maps. UDK was used for lighting and rendering.

Revival Casket:

Maya was used for low and high poly models. Zbrush was used for high poly detailing on casket and floor boards. Photoshop was used for texturing with sizes ranging from 512 to 1024. All textures include diffuse, normal and specular maps. xNormal was used to generate normal maps. UDK material editor was used for rendering out the glow of the symbol and flowing of liquid through the pipes. UDK was used for lighting and rendering.

Flamethrower:

Maya was used for high and low poly modeling. Photoshop was used for texturing with a 2048 x 1024 map. Maps include diffuse, normal, specular, gloss, and emissive. xNormal was used to generate normal maps. Marmoset Toolbag was used for lighting and rendering