

JARED M. SILVER

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Shot	Description	Responsibility
1	Record Player	Modeled, textured, lit, and animated shot in Maya. Wrote script to call appropriate record texture while rendering. Record texture is from Bonn BTF data set, rectified by M. Alex O. Vasilescu.
2	Robot Head	Modeled and textured in Maya
3	TensorTextures	Modeled chart in Maya, composited in After-Effects
4	Chi Box	Modeled and textured in Maya
5	Floor Plan	Modeled and animated in Maya.
6	Knight	Modeled and textured in Maya
7	Stamp	Modeled and animated stamp in Maya. Words created and composite done in After-Effects.
8	Balls	Modeled balls in Maya. Wrote mel script to import motion capture data to balls. Created ball paths in Adobe Illustrator. Composited in After-Effects.
9	SCORBOT	Modeled, textured, lit, and animated shot in Maya.
10	Scarecrow	Modeled, textured, lit, and animated scarecrow in Maya. Wrote script to call appropriate corn texture while rendering. Created SQ cover in Photoshop. Composited in After-Effects. I originally generated the corn texture and it was rectified by M. Alex O. Vasilescu.
11	Dummies	Modeled and textured in Maya.