



Softwares: Lightwave, Maya, XSI, Photoshop, Painter, AfterEffect

Realistic Character Project : Carolyn

Carolyn is the female character in my thesis project. As to me, this will be an always on-going project. I tried to develop a life-like female character of beauty, uniqueness, and natural skin inspired from Henrik Wann Jensen's "Digital Face Cloning" Siggraph'2003 Technical Sketch.

- Modeling,
- Hand-Painted Face Texture Map
- Customized Skin Shader
- Cloth & Hair Simulation
- Lighting & Camera Animation
- Rendering

Snow White San Francisco



Softwares: Photoshop, AfterEffect, DigiEffects Delirium

I transferred the current San Francisco city into a poetic as well as a futuristic one by adding layers of buildings, flying BART, MATTE PAINTING SNOW and animated falling snow on top of the original photos to make this fantasy scene become a true being.

- Photo Shooting
- Photos Manipulation
- Hand-Painted Snow
- Falling Snow Simulation
- Compositing & Finalizing



Softwares: Photoshop, Maya, XSI, AfterEffect, Digital Film Tools 55m

The Abandoned Room

An abandoned room shot with a female character sitting on an old broken sofa. I rendered multiple passes and layers (such as Final Gathering Pass, Ambient Occlusion Pass...etc.), and then I finalized this shot using compositing methods to give different feelings of lighting at different times for this room scene.

- Modeling
- Texture Mapping
- Lighting
- Shading
- Passes & Layers Creating
- Compositing & Post Effects

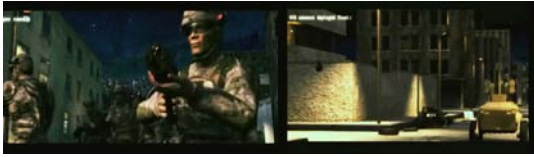
Dare Angel With Love On Building Top



Softwares: Photoshop, Painter XSI, Maya, AfterEffect

This is an experimental project in which I utilized my all-around skills, especially on lighting & texturing. Instead of traditional lighting methods, I first extracted lights from color as well as intensity messages of the chosen HDRI environment map. And then I organized the attributes and associations among lights and scene objects to finalize this shot

- Modeling (except the Vespa model)
 - Rigging & Animation
 - Lighting
 - Texture & Shading
 - Compositing & Post Camera Effects
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Softwares: Photoshop, 3D Studio Max

War Cinematic Trailer

(Inhance Digital Corporation, San Jose)

This is a freelance texture job. I created texture maps for 3 buildings, 3 soldiers and the ground of all city shots.

- UV Layout
- Texture Painting
- Lighting To Test Render
- Providing Sources With Fellow Artists



Softwares: Lightwave, Maya, XSI

3 Model Turntable

Carolyn : Polygon/ Subdivision Modeling

Fiat 500 : Polygon/ Subdivision Modeling

Child : From Nurb Patch To Polygon Modeling

- Modeling
- Rigging
- Lighting / Texture / Shading



Drawing & Storyboards

Portrait drawings are drawn when I took the Heads Drawing class.

Storyboards are samples of the story I proposed for mid-point review at the Academy of Art University.
