

Addie Tate
Reel Breakdown

Shot 1-

Software- 3DsMax, VRay, Forest Pack, Photoshop

In this environment I focused on working with VRay atmospherics and compositing in Photoshop. I also adjusted specifics of a summer model pack in Forest Pack to create a fall scene.

Shots 2 & 3-

Software- 3Ds Max, VRay, Forest Pack, Photoshop

In these scenes I wanted to focus on lighting and rendering with VRay, and creating a different feeling within the same scene. I used Photoshop to create the texture on the boat and composite together the scenes.

Shot 4-

Software- Revit, Maya, 3Ds Max, Topogun, UV Layout, Substance Painter, Vray, Unity

This shot depicts a VR environment created in collaboration with GE Transportation and SCAD. My role on this project was a lead technical artist, and I was responsible for leading the 3D art team in modeling and texturing the desired environment, and working with interior designers to concept it. I primarily worked in Maya, Topogun, UV Layout, and Substance Painter.

Shot 5-

Software- Maya, Substance Painter, Arnold, Photoshop.

This environment was created based off a concept by Maciej Sidorowicz. I began by modeling the dock in Maya, then texturing in Substance Painter, and finally rendering in Arnold.

Shot 6-

Software- ZBrush, Maya, Topogun, Substance Painter, Arnold, Photoshop.

This low poly character was based on concept art by Luigi Lucarelli, and is ready to be rigged and animated in a game environment. I sculpted the character in ZBrush, retopologized and UV mapped him in Topogun and Maya, and used Substance Painter and Photoshop to texture him. All of the lighting and rendering was done in Arnold, and I used Photoshop to composite my renders.