

Richard C Thomas

Maya TD/Generalist

SHOT BREAKDOWN

All work completed in Maya unless stated otherwise. Shots listed in order of appearance.

Nokia Booklet , "Multiply"

Entirely completed by myself, including:

- Animation	- Mel Scripting	- Modelling
- Texturing (Photoshop)	- Rigging	- Shading
	- Lighting	- Compositing (After Effects)

Syfy Movies, "Scary Forest"

Entirely completed by myself, including:

- Animation	- Modelling	- Rigging
- Texturing - Photoshop	- Dynamics	- Shading
	- Lighting	- Compositing (After Effects)

Toyota IQ, "Light-Dance"

- Modelling	- Mel Scripting	- Rigging
- Animation	- Shading	- Texturing (Photoshop)

Toyota IQ, "Goop"

- Modelling	- Animation	- Rigging
- Dynamics	- Shading	- Texturing (Photoshop)

Toyota IQ, "Metaspheres"

- Rigging	- Animation	- Shading
- Texturing (Photoshop)	- Lighting	- Compositing (After Effects)

Sky Arts, "Seaside"

Entirely completed by myself, including:

- Mel Scripting	- Modelling	- Rigging
- Shading	- Animation	- Dynamics
- Compositing (After Effects)	- Texturing (Photoshop)	- Lighting

Nickelodeon HD, "Sea Life"

Entirely completed by myself, including:

- Animation	- Modelling	- Rigging
- Lighting	- Shading	- Texturing (Photoshop)
	- Compositing (After Effects)	

Nickelodeon HD, "Wave"

Entirely completed by myself, including:

- Animation	- Modelling	- Rigging
- Lighting	- Shading	- Texturing (Photoshop)
	- Compositing (After Effects)	

Syfy Movies, "Building"

Entirely completed by myself, including:

- Animation	- Modelling	- Rigging
- Lighting	- Shading	- Texturing (Photoshop)
	- Compositing (After Effects)	

Chiller, "Telephone"

Entirely completed by myself, including:

- Animation	- Modelling	- Rigging
- Lighting	- Shading	- Texturing (Photoshop)
	- Compositing (After Effects)	

BBC "Watch This Space" (Pitch)

- Mel Scripting	- Modelling	- Rigging
- Dynamics (nCloth for vase)	- Animation	- Lighting
- Shading	- Texturing (Photoshop)	- Compositing (Fusion)

Syfy Kids, "Characters"

- Modelling	- Rigging	
- Shading	- Texturing (Photoshop)	

