



FLY-THROUGH BREAKDOWN

01: Golf Lounge 00:07 - 00:27

I was provided a model from the architectural firm and told to produce a marketing fly-through for this interactive golf and restaurant business. Using the real time visualization software Lumion, I was able to add foliage, people, lights, animations, and realistic textures and props to make the space inviting and bustling for marketing purposes. The final piece cuts in POV illustrations and stock video to create a two and half minute marketing sizzle video.

02: Water & Adventure Park 00:27 - 00:34

Taking an overall master plan model from sketchup, I was able to use Lumion to produce a quick fly-through of the space for internal review as well as external client approval. I was responsible for texturing, lighting, and detailing out the space in Lumion to produce a quick 1 minute fly-through.

03: Lagoon Spectacular 00:34 - 00:53

Working with the creative director, myself along with a small team of two other people were tasked to create a pre-visualization for a nighttime lagoon spectacular show. The show involved water jets, mist screens, fire, and projection mapping around the lagoon. I was responsible for the modeling, water simulation, camera paths and rendering. The entire fly-through was finished in Maya creating a one and half minute pre-viz show of the major program elements.

04: Italian Streets 00:53 - 01:12

I used an Italian streets model to illustrate internally the differences between a white model and textured fly-through. I was leading the effort in proposing and preparing fly-through information to sell as a new line item in our contracts. I used maya for the ambient occlusion white model fly-through and Lumion for the textured fly-through.