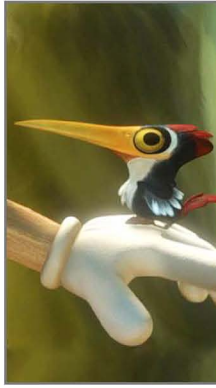


AKINBILGIC

MODELER / VFX ARTIST

452 LYON STREET
SAN FRANCISCO, CA
94117

WWW.CGGALLERY.COM
AKIN@CGGALLERY.COM
571-594-1829



PINOCCHIO'S PECKISH PEST

I was responsible for character and environment modeling for this intern-directed short film done during my internship at Walt Disney Animation Studios.

I modeled the woodpecker character from scratch. The pinocchio character had been previously modeled by another modeler at Walt Disney Animation Studios. I modeled the environment from scratch, which served as a matte set to receive the shadows of the characters over the background matte painting.

Maya and ZBrush were used for the Modeling.



THE SKY FISHERMEN

I was responsible for all aspects of this piece aside from the original concept drawing the model was based off of - which was done by Christopher Green.

Maya and ZBrush were used for the Modeling. VRay was used for Lighting and Rendering. Nuke was used for Compositing.



TIME TRAP

I was responsible for all aspects of this piece aside from the original concept drawing the model was based off of - which was done by Lior Arditi.

Maya and ZBrush were used for the Modeling. VRay was used for Lighting and Rendering. Nuke was used for Compositing.



LEFTOVERS LOUNGE

I was responsible for all aspects of this piece aside from the original concept drawing the model was based off of - which was done by Guillermo Martinez.

Maya and ZBrush were used for the Modeling. VRay was used for Lighting and Rendering. Nuke was used for Compositing.