

Video edited together in After Effects

- 00:00-00:11 **Animated Intro**  
Created in After Effects
- 00:11-00:30 **Bachelor's Pad**  
**Polys: 2446**  
Modeled in Maya  
Rendered with Mental Ray using global Illumination and Final Gathering  
Some elements created in 3DS Max  
Diffuse and bump texture maps created in Photoshop  
UV layout in Headus 3D Layout  
Normal maps created in Crazybump and Mudbox
- 00:30-00:41 **Expo Piece**  
**Polys: 1430**  
Modeled in 3D Studio Max  
Rendered with Mental Ray  
Diffuse and bump texture maps created in Photoshop  
UV layout in Headus 3D Layout  
Normal map created in Mudbox
- 00:41-00:50 **Beamer Laser Cannon**  
**Polys: 452(Low-Poly) 3240(High-Poly)**  
Inspired by the Mass Effect video game franchise created by Bioware and published by EA.  
I created a high and low-poly version of this model in maya and then used the high-poly version to bake a normal map for the low-poly version so that it could retain the detail of the high-poly without taking up too many polygons. I also used the same baking technique to transfer the diffuse map from the high to the low-poly model.  
Models: Created in Maya  
Diffuse map: Created in Photoshop  
Normal map: Baked from high-poly model in Maya  
Rendered in Maya using Mental Ray
- 00:50-00:55 **Kitana Room**  
**Polys: 2052**  
Inspired by modern interior design to be used as either a home or a restaurant.  
Models: Created in 3D Studio Max  
Diffuse and bump maps: Created in Photoshop  
Lit and rendered in 3D Studio Max
- 00:55-01:02 **Pyramid Scene**  
Modeled in Maya  
Rendered with Mental Ray using Global Illumination and Final Gathering

Building texture created by Paul Ching

- 01:02-01:07 **Egyptian Fire Pit**  
**Polys: 734**  
Modeled in Maya  
Rendered with Mental Ray  
Particle effects created in Maya  
Diffuse and bump texture maps created in Photoshop  
UV layout in Headus 3D Layout
- 01:07-01:11 **Egyptian Ram Statue**  
**Polys: 2278**  
Modeled in Maya  
Rendered with Mental Ray  
Diffuse and bump texture maps created in Photoshop  
UV layout in Headus 3D Layout
- 01:11-01:18 **Egyptian Boats**  
**Sailboat Polys: 524**  
**Rowboat Polys: 308**  
Modeled in Maya  
Rendered with Mental Ray  
Diffuse and bump texture maps created in Photoshop  
Normal map created in Mudbox  
UV layout in Headus 3D Layout
- 01:18-01:36 **Pharaoh's Treasure Room Slot Machine**  
Inspired by ancient Egyptian culture, created as a concept for a new slot machine  
Models created in Maya and 3D Studio Max  
Models rendered in Mental Ray  
Symbols, reels, and pay table created in Photoshop  
Particles created in After Effects  
Animated in After Effects.
- 01:36-01:53 **Eye-Ankh**  
**Polys: 3802**  
In-game footage from *Shadow of the Fallen King*(SOTFK)  
SOTFK created by Rage Quit Studio- A group of senior students from the Art  
Institute of Las Vegas  
Modeled and animated in Maya  
Rendered with Mental Ray  
Textured in Photoshop  
Normal map created in Mudbox  
UV layout in Headus 3D Layout