

Bryan Johnson
bryanej@earthlink.net www.paintedbybryan.com
(310) 497-8071
Texture Painter

Demo reel shot breakdown

- 1.) **Death Race**. Modeled, prepared UVs and textured car engine interior using Maya & Photoshop. Shot digital photo reference to build and paint maps for some engine parts. Rendered in Mental Ray.
- 2.) **Pay Check**. Modeled and textured computer a variety interior parts using Maya and PhotoShop. Used scans of some parts and photo reference to build and paint maps .
- 3.) **Beverly Hills Chihuahua**. Modeled text in Maya and applied procedural shaders to model.
- 4.) **Fanboy & Chum Chum**. Painted clothes, mouth and props on head of Professor Flan. Used Photoshop, Body Paint and Maya shaders. Used 2d concept art as reference.
- 5.) **Bell Atlantic**. Textured a variety of stylized computers using Photoshop and Maya.
- 6.) **Lorenzo the Cat**. Did 2d animation roto in Maya with curves. Painted in Disney's proprietary software, Sable. Composited in Shake.
- 7.) **Penguins of Madagascar**. Painted rocket's color, spec and bump maps. Used Photoshop, Body Paint and Maya. Followed 2d art work for reference
- 8.) **Fanboy & Chum Chum**. Textured a fade haircut on Lenny using Photoshop and Maya shaders to match the current Lenny look.
- 9.) **Fanboy & Chum Chum**. Painted the Mitzy goat character using Photoshop & Body Paint.
- 10.) **Fanboy & Chum Chum**. Painted Francine character. Used Photoshop, Body Paint & Maya. Followed 2d art work for reference.
- 11.) **Fanboy & Chum Chum**. Following art concept I textured the Griffin using Photoshop for color and bump. Also used Body Paint and Maya.
- 12.) **Fanboy & Chum Chum**. Painted Yo character. Used Photoshop, Body Paint & Maya shaders.
- 13.) **Sunburst**. Modeled, textured and animated the orange and butterflies using Photoshop and Maya.
- 14.) **Windmill**. *Personal Project* Modeled, textured and animated windmill. Maya, Photoshop.
- 15.) **Duracell**. Textured battery and adjusted shaders for a Turtle render.
- 16.) **Sky Captain & The World of Tomorrow**. Textured dog skeleton bones using Maya's 3d paint and Photoshop. Used several photos of bones for reference.

continued

Bryan Johnson

bryanej@earthlink.net www.paintedbybryan.com

(310) 497-8071

Texture Painter

17.) **Final Destination 3**. Textured interior mechanism of antique fortune teller booth using Maya and PhotoShop.

18.) **Behind Enemy Lines**. Painted matte to remove fuel tanks. Tracked in Electric Image and AE.

19.) **Chesapeake**. Modeled and textured a variety of city buildings.

20.) **Fanboy & Chum Chum**. Textured Man Arctica's igloo interior set using Photoshop and Maya shaders.

21.) **Fanboy & Chum Chum**. Painted Fanboy's beard in Body Paint & Photoshop.

22.) **Fanboy & Chum Chum**. Painted Oz's cousin Brizby to match the look of Oz per art concept.