

Ben Cary | | Modeling and Texture Artist | | Reel Breakdown

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I.

Project | Gonka Character Design and Model

Description | Meet Gonka. He's sort of a jerk and he's entirely certain that he's better than you. But really, who can blame him for thinking that? He's a boxing Dragon.

Gonka is a new exercise that went from concept art to complete render. Modeled and lit in Maya, unwrapped in UV Layout, textured in Photoshop and Mudbox, and rendered with mentalray, with a hint of nCloth on his shorts.

Software | Maya, Mental Ray, UV Layout, Photoshop, Mudbox, mentalray

II.

Project | Dos Segundos Cantina Environment Model

Description | "Dos Segundos Cantina" is based on an existing Margarita Bar in Philadelphia of the same name. As this project was done as a personal exercise, I was responsible for its entire creation pipeline, including modeling, unwrapping, texturing, lighting, rendering, and compositing. Special focus was centered on the creation of hand-painted texturing and mood lighting.

Software | Maya, Mental Ray, UV Layout, Photoshop, After Effects

III.

Project | Vincent's Apartment Environment Model

Description | "Vincent Americano" was an animated television pitch completed during an internship at Bully Entertainment in Baltimore, MD. As lead Environment Modeler for the project, I was responsible for the modeling, unwrapping and texturing of the environments required for the short. In the Environment Detail that I personally created using the assets, I was additionally responsible for the lighting and compositing.

Other Credits | Characters by Bully Entertainment, Animation by Jacob Fradkin, Animation lighting and compositing by Simon Lavit

Software | Maya, Mental Ray, UV Layout, Photoshop, After Effects

IV.

Project | Tin Woodsman Character Model

Description | Tin Woodsman is the re-imagined version of the classical literary character for use in LexiConquest, a trading card video game I created for my Drexel 2010 Senior Project. Tin Man, like other characters in the game, could be "summoned" by scanning his physical card, allowing him to arrive through pre-rendered animations in the game world and participate in battles with other characters. I was responsible for his design, modeling, unwrapping, texturing, animation, lighting, and rendering.

Other Credits | Rig by Michael Ambrozaitis

Software | Maya, Mental Ray, UV Layout, Photoshop, Nuke