

Greggory Wright
Character Artist
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Breakdown Sheet

Intro: 4 Seconds
Created In Maya



Patrick Stewart Shot: 28 Seconds
Time to Create Character: 68 Hours
Time to Create Environment: 70 Hours
Created in: Maya and Zbrush
Textures Created in: Photoshop
Composited in: Shake and Final Cut Pro

Gunslinger Shot: 23 Seconds
Time to Create Character: 50 Hours
Time to Create Environment: 62 Hours
Created in: Maya and Zbrush
Composited in: Shake and Final Cut Pro



Bernini's David Shot: 27 Seconds
Time to Create Character: 103 Hours
Created in: Maya And Zbrush
Composited in: Shake and Final Cut Pro
Pose Rig Created By: Craig Buchanan



Racoon Shot: 27 Seconds
Time to Create Character: 26 Hours
Time to Create Environemnt: 7 Hours
Created in: Maya
Composited in: Shake and Final Cut Pro



Dragonfly Shot: 27 Seconds
Time to Create 60 Hours
Created in: Maya and Zbrush
Composited in: Shake and Final Cut Pro

Outro: 8 Seconds
Created In Maya

