



Aaron Thomas Ware 3D Modeler/Texture Artist

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Demo Reel Breakdown List

1. Turnaround and still shots of Surfer Monkey_ZBRUSH (0:12)

I modeled in Zbrush, using ZSpheres and then retopologising in Maya

2. Image of Surfer Monkey Character Sheet_Adobe Photoshop 2018 (0:05)

Designed the character in Photoshop after combining a silhouette of a one armed surfer and the monkey king.

3. Turnaround of 3D Model, Miles_Maya 2017 (0:05)

Modeled Miles for a student film.

4. Still image lighting project, final room lighting_Maya 2017, Arnold Render (0:04)

Final project for lighting class, challenging but overall finishing look was nice.

5. Turnaround of 3D Model, Lucy_Maya 2017 (0:05)

Modeled Lucy for student film same one as Miles.

6. Still shot of front, profile and three quarter turn of, Octoquin_Maya 2018 (0:03)

First character model to complete, added Arnold material on it later on.

7. Turnaround of 3D Character Model, Octoquin_Maya 2018 (0:05)

Added a turn around for Octoquin show off his new material skin.

8. Turnaround of 3D Model and Rigged, Chill bot_Maya 2017 (0:02)

First completed model robot with working rig of my own design.

9. Turnaround of 3D Character Models, Old May / Mr. Dill_Maya 2018 (0:05)

Characters from my senior film the antagonists of the story gray-scale in design.

10. Still image of Environment Model, "broken basement"_Maya 2017 (0:04)

First environment completed with lighting and texturing with some effects.

11. Turnarounds of 3D Character Models, Max / Devan_Maya 2018 (0:05)

Characters from my senior film the protagonists color and grayscale.