

Derrick Lau

derrick@3dlau.com

www.3dlau.com

510-604-8186

Shot Breakdown

-Castle

Concept by Khang Le from *The Skillful Huntsman* book.

Model created in Maya.

-Amphibinoid

Concept by Brandon Lai.

Base mesh created in Maya. Displacement map created in Z-brush.

-War Torn Middle Eastern Town (work in progress)

Original Design

Unfinished model created in Maya. Displacement maps and normal maps created in Z-brush.

-Dog and Giraffe

For the animated short, *The Day My Soul Became a Star*.

Models created in Maya.

-Garage

Concept by Peter Chan.

Model created in Maya.

-Huntsman

Concept by Felix Yoon from *The Skillful Huntsman* book.

Base mesh created in Maya. Normal map created in Mudbox.

-Flying Turtle Island

Original design.

Base mesh and blend shapes created in Maya. Normal map created in Mudbox.