

Bobby Clayton

CG Generalist

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www.claytoncreations.org

540.622.0308



Original Concept



Final Model

Personal Project: **Black Widow Chopper** - Model

Original concept by Solifague Design. Goal was to create a high-poly, detailed model from the few concept renders found online.

Date Completed: 2011-06-29

Software used: Maya

Final Poly Count: 160,563

Time to Complete: 4 weeks

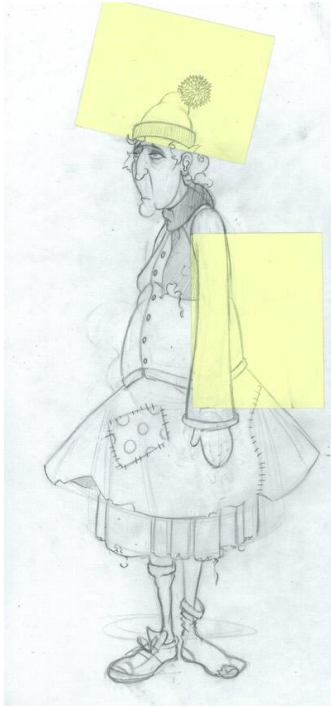
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Original Concept



Final Model

Project: **Hobo** – Model, UVs

Original concept by Sergio Lorenzo. Goal was to translate a character design's look and style to 3D

Date Completed: 2012-07-24

Software used: Maya

Final Poly Count: 27,005

Time to Complete: 2 weeks

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Original Concept

Final Model



Project: **Dirk** – Model

Original concept from Nickelodeon's Kung Fu Panda. Note: This is not a production asset, but was modeled based on the above concept art. Goal was to create a character in 3D that met in-house modeling requirements for Nickelodeon.

Date Completed: 2013-06-23

Software used: Maya

Final Poly Count: 23,272

Time to Complete: 2 weeks

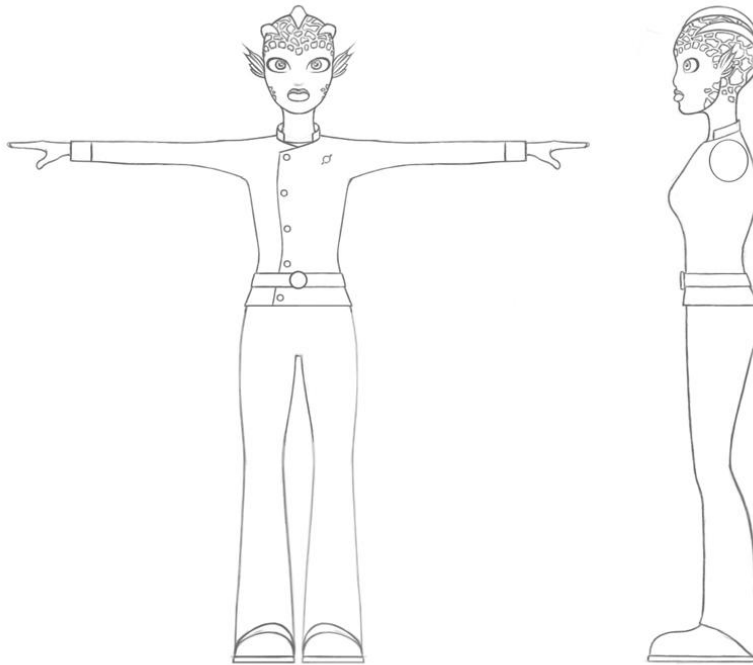
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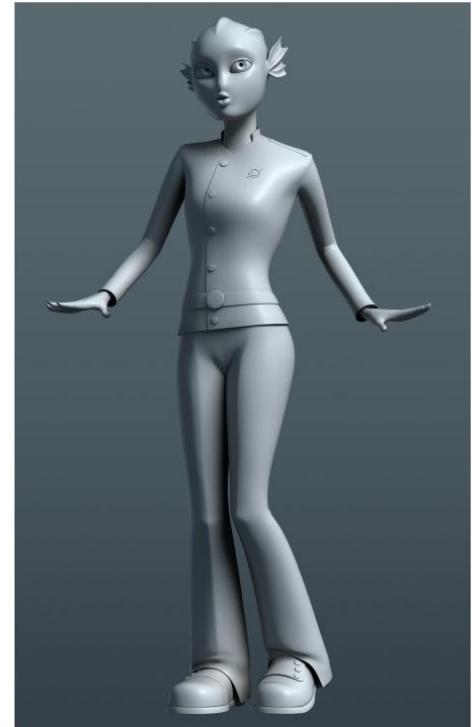
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Original Concept



Final Model

Project: **Eola** – Model, UVs

Original design by Martin Leeper and Sergio Lorenzo. Freelance character created for an independent project, Galactic Frontier.

Date Completed: 2012-09-25

Software used: Maya

Final Poly Count: 27880

Time to Complete: 3 weeks

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Final Model

Project: **Trojan Robot** – Model, Uvs, Rig

Original concept by Martin Leeper. Character design by me. Freelance character created for an independent project, Galactic Frontier. Worked closely with client to establish the look and function of the character.

Date Completed: 2013-04-13

Software used: Maya

Final Poly Count: 85962

Time to Complete - Model: 3 weeks

Time to Complete - Rig: 4 weeks