

BOBBY CLAYTON

Lead Environment Artist

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1. Celtic Realm - Model

Professional Project: [The Adventures of Puss in Boots](#)

Description: Part of a series of floating islands in the “god realm,” this environment was the home of the great god Toutatis. I mocked this one up in Zbrush, and finished in Maya. To watch the complete episode, view it on Netflix Season 4, Episode 8.

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Freelance Project: **Galactic Frontier**

Description: The original concept is Martin Leeper's. The character design was fleshed out by me through several iterations of mock ups. I worked closely with Mr. Leeper to establish the look and function of the character, a collection of space junk and scrap driven by a hidden robot brain. It was modeled, UV'd, and rigged in Maya.

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Personal Project: **Hobo**

Description: The original design is by Sergio Lorenzo. I modeled her in Maya, then posed and refined her details in Zbrush.

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4. Green Lion Plant Canon - Model/UV

Professional Project: **Voltron: Legendary Defender**

Description: I was responsible for modeling and UVing the “plant canon” attached to the back of the Green Lion, an upgrade that first occurred in Season 2. The main priority was making sure the canon integrated seamlessly into the original Green Lion's design.

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Professional Project: **Voltron: Legendary Defender**

Description: I was responsible for modeling, UVing, and rigging this asset. This speeder was used by Keith to rescue Shiro in the pilot episode of the show. As with all Voltron CG assets, the biggest challenge was in modeling. All line work was modeled into the asset, by separating the geometry into panels.

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Professional Project: [The Adventures of Puss in Boots](#)

Description: I modeled, UV'd, and rigged this asset. It is the home and workshop for the character Artephius the alchemist. As the building would later come alive (via a magic spell of course), the building was built with topology in mind to let the front face of the building emote. The character modeling team then took this asset to create the character "Owlberto," adding bird legs and blendshapes.

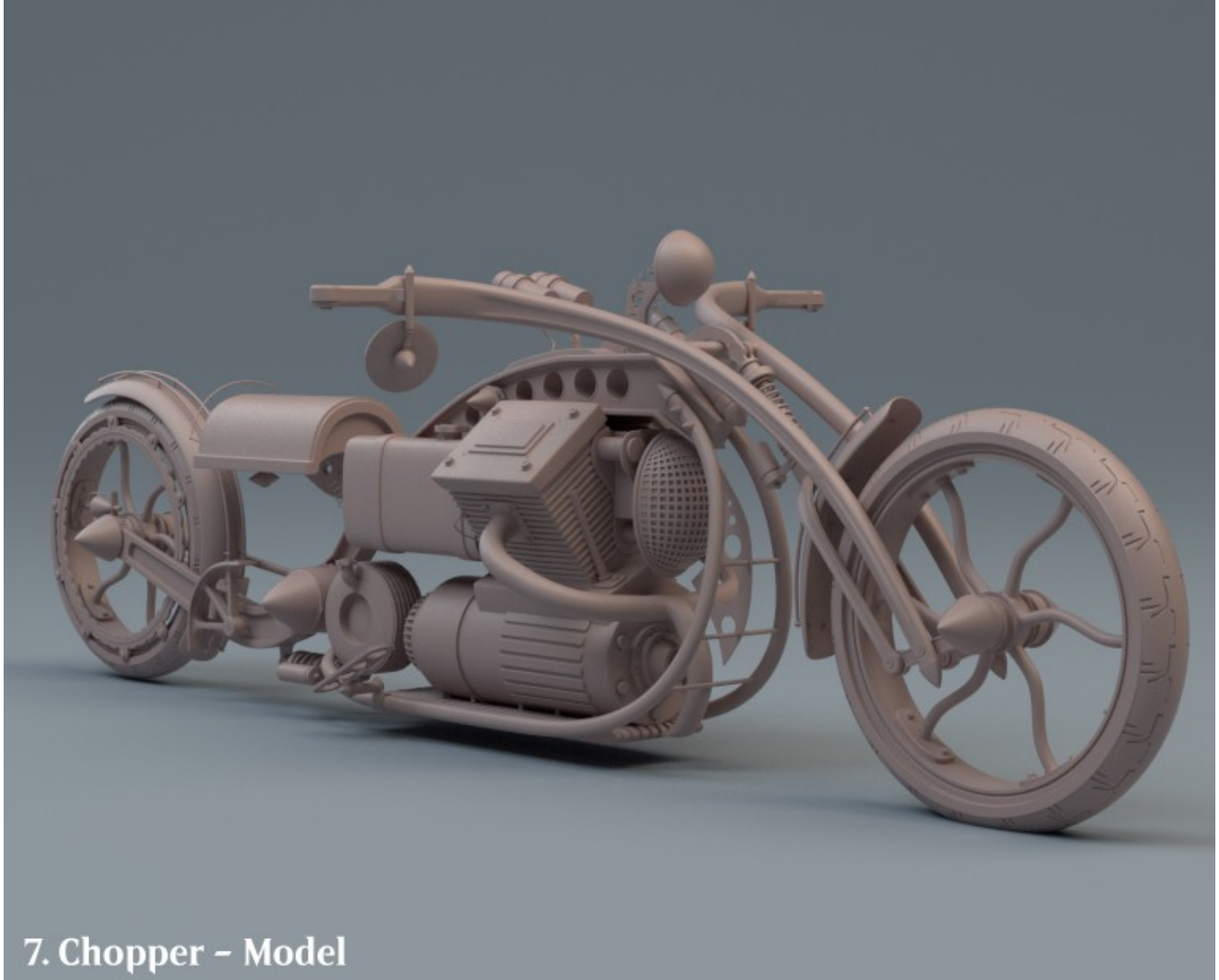
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Personal Project: **Black Widow Chopper**

Description: I modeled this fictional bike in Maya based on designs found online. All details shown are modeled, no displacements were used.

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8. Dirk - Model

Personal Project: **Dirk**

Description: I modeled this character based on designs used for the Nickelodeon TV show *Kung Fu Panda: Legends of Awesomeness*. The primary challenge was to provide a rig-ready model that fit the style of the show.

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Professional Project: [The Adventures of Puss in Boots](#)

Description: This was the first jungle built for the show. The trees and large boulders were modeled in Zbrush, then brought into Maya and cleaned up. The smaller plants were modeled in Maya. I was responsible for modeling, Uving, and rigging the entire environment. I created and used Vray proxies to make the file easier to use for animators and assist with render times.