

# Jacob Long

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## Reel Breakdown



**Alice in Wonderland:** Multiple Shots

**Description:** "CG Alice" cloth (dress and hair), Bayard cloth/secondary anim (dog ears, scapulas), Hat ribbon cloth

**Software:** Maya

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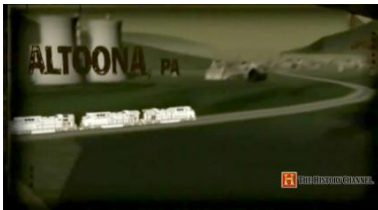


**Piranha 3D:** Multiple Shots

**Description:** Fluid FX (underwater blood), flesh chunks modeling/simulation

**Software:** Maya / Mental Ray

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**Extreme Trains:** Multiple Shots

**Description:** Layout, camera animation, train animation, modeling

**Software:** Maya / Mental Ray

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**iSpace:** Multiple Shots

**Description:** Matchmoving

**Software:** Maya

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**iLumina:** Temple Curtain

**Description:** curtain cloth, model, texture

**Software:** Maya

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**Freelance:** Retail center

**Description:** layout, lighting, modeling, rendering

**Software Used:** Maya, Maxwell, Photoshop