

Dan Gregoras – Demo Reel Fall 2009 – Project Break-downs:

**Samsung:**

Role: Co - Lead TD

Tasks: On set VFX Supervision / Creature Rigging / Creature Texturing / Various Plant Texture Development / Various Plant Modeling / Lighting & Rendering

**PSA Clean Hands:**

Role: TD

Tasks: Dynamic Simulation / Creature Texturing

**Auto Trader I:**

Role: 3D Project Lead / Art Director

Tasks: Look Development / Environment and Set Design / Texturing / Lighting

**Zune I:**

Role: Co – Lead TD / Art Direction

Tasks: Look development / Modeling / Animation / Lighting & Rendering

**Saturn:**

Role: 3D Project Lead

Tasks: Texturing / Lighting & Rendering / Animation

**McDonalds Wake-Up:**

Role: Texturing & Lighting Artist

**Adidas Bounce I:**

Role: 3D Project Lead

Tasks: Modeling / Character and Shoe Rigging / Texturing & Rendering

**HP:**

Role: 3D Project Lead / Art Direction

Tasks: Look Development / Dynamics Simulation

**Zune II:**

Role: Co – Lead TD

Tasks: Animation / Modeling / Texturing / Lighting & Rendering

**NSPCC:**

Role: 3D Project Lead / Art Direction

Tasks: Rigging / Creature Texturing and Design / Lighting & Rendering

**Auto Trader II:**

Role: 3D Project Lead / Art Director

Tasks: Look Development / Environment and Set Design / Texturing / Lighting

**Quinn's:**

Role: 3D Project Lead / Art Direction

Tasks: Quinn's Plant Design and Development / Quinn's Plant Rigging / Texturing / Rendering

**Cartoon Network:**

Role: Co - Director / Co - TD

Tasks: Creative Direction / Fume FX and Particle Dynamics / Modeling / Rigging / Animation / Texturing

**Adidas Bounce II:**

Role: 3D Project Lead

Tasks: Modeling / Character and Shoe Rigging / Texturing & Rendering

**MTV Japan:**

Role: 3D Project Lead

Tasks: Modeling / Animation / Lighting & Rendering

**Adidas Bounce III:**

Role: 3D Project Lead

Tasks: Modeling / Character and Shoe Rigging / Texturing & Rendering