

# Shot list

Gareth Bell



Shot #	Contribution	Software
01	Modelled, textured, lit and composited all	XSI, After Effects
02	Modelled, textured & animated all assets except helicopter, digger, camera and HUD	3DS Max, Photoshop
03	Modelled, sculpted, textured, rigged & animated hammerheads and sea surface. Caustic and volumetric lighting. Compositing.	3DS Max, Photoshop, After Effects
04	Everything	3DS Max, After Effects
05 - 12	Animated characters. Designed, modelled, textured shop & props.	XSI
13	Modelled & animated seat. Lighting	XSI
14	Modelled, textured, lit, composited	XSI, After Effects
15	Modelled & Textured Alps	3DS Max
16 - 20	Animated character. Designed, modelled & textured shop & props	XSI
21	Animated, lit & composited	XSI, After Effects
22	Modelled & animated seat. Animated speakers. Lighting	XSI
23	Modelled & textured ocean & icebergs. Animated ocean	3DS Max, FinalRender
24	Lighting	XSI