



3733 N. Goldenrod Rd. Apt # 1302
Winter Park, FL. 32792

Charles Gunter

Hard - Surface / Vehicle Modeler & Texture Artist

Website: www.CharlesGunter3D.com

Email: Dragynslaier@hotmail.com

Phone : 407-702-6403 (Home)

615-509-7246 (Cell)

Scene 1: Lockheed P-38 J Lightning

Model Created in: Maya 8.5

Surface Types Used: Polygonal & NURBS

Textures Created with:

Maya 8.5 - Shading Network Procedurals

Photoshop CS2 - Painted Texture Maps

(Color Maps, Spec Maps, Bump Maps)

Overall Project Completion Time: 5 Weeks

Reel Duration: 30 Seconds

Responsible for:

- Overall Modeling of Vehicle & Components
- UV Mapping Layouts
- Texturing of Vehicle Exterior
- Lighting within shots
- Camera Animation
- Rendering with Mental Ray
- Compositing of the rendered layers and post-process color correction

2008 Demo Reel Breakdown

Music by: Keiko Matsui - Safari



Scene 2: DMC Delorean

Model Created in: Maya 8.5

Surface Types Used: Polygonal & NURBS

Textures Created with:

Maya 8.5 - Shading Network Procedurals

Photoshop CS2 - Painted Texture Maps

(Color Maps, Spec Maps, Bump Maps)

Overall Project Completion Time: 4 Weeks

Reel Duration: 30 Seconds

Responsible for:

- Overall Modeling of Vehicle & Components
- UV Mapping Layouts
- Texturing of Vehicle Exterior
- Lighting within shots
- Camera Animation
- Rendering with Mental Ray
- Compositing of the rendered layers and post-process color correction



Scene 3: Bell 205 Huey Gunship

Model Created in: Maya 8.5

Surface Types Used: Polygonal & NURBS

Textures Created with:

Maya 8.5 - Shading Network Procedurals

Photoshop CS2 - Painted Texture Maps

(Color Maps, Spec Maps, Bump Maps)

Overall Project Completion Time: 5 Weeks

Reel Duration: 30 Seconds

Responsible for:

- Overall Modeling of Vehicle & Components
- UV Mapping Layouts
- Texturing of Vehicle Exterior
- Lighting within shots
- Camera Animation
- Rendering with Mental Ray
- Compositing of the rendered layers and post-process color correction



Intro & Outro by: Charles Gunter

Software Used: Motion