

Reed Casey Demoreel Breakdown

please see www.cruxko.com for more current work

Note: All work was originally done for HD quality

00:07	Environment design, model and texture. glock prop.	Stuntman2: Ignition
00:11	Modeling, texturing and partial lighting	Stuntman2
00:14	Environment Modeling	Stuntman2
00:15	Environment Modeling	Stuntman2
00:17 – 00:21	Prop Model and texture/ environment	Stuntman2
00:21	Environment Model/texture and Character texture	SoulCalibur3: commercial
00:23	Environment design, model, texture. Brachiosuar catapult design, model and texture Rhino model, texture weapon prop model/texture	Paraworld cinematic
00:27	Environment model, texture. Tyrus character partial modeling, Sword model, texture	Golden Axe: Beast rider
00:31	Environment model, texture. Golden axe model, Snake armor model, texture	Golden Axe
00:34	Car interior model, texture. -Mp4 model,	Stuntman
00:35	Environment model, texture. character model and texture. prop model and texture Soul Calibur 3	
00:38	Environment design, model, texture. Mp4 model	Stuntman2
00:41	Environment model, texture, Snake Armor model and texture	Golden Axe
00:48	Environment model, texture, Prop model	Stuntamn2
00:53	Environment design, model, texture. Prop design, model and texture	Stuntman2
00:55	character modeling, texture, shading	Stuntman2
00:56	Environment design, model and texture. Sign design, modeled to break, texture car model and texture	Stuntman2
01:01	Environment design, model, texture. Glock prop model	Stuntman2
01:05	Environment model, texture	Stuntman2
01:08	Environment model, texture	Golden Axe
01:10	Set extension, model texture, character texture, prop modeling spot	Cocoa Crispies: commercial
01:12	Environment design, model, texture. Weapon/armor model, textrue	Paraworld
01:19	Environment model, texture	Golden Axe
01:21	Trex armor model, texture	Paraworld
01:27	Spear model, texture	Golden Axe
01:29	Environment model, texture and Snake armor model, texture	Golden Axe
01:46	Environmenttt model, texture. MP5 model	Stuntman2
01:55	environment model and texture, modeled to break	Stuntman2
01:58	Elevator shaft model, texture, lighting	Stuntman2
01:59	Tricerotops armor, design, model, texture	Paraworld
02:03	matte painting	Golden Axe
02:10	Warrior model, texture and Dwarf model texture and props	Golden Axe
02:20	Golden Axe model, texture	Golden Axe