

## Bryan Johnson

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**Texture Artist**

### Demo reel shot breakdown



**1.) Boxcar.** Personal project texture painting hard surface model using Mari, Photoshop and Maya. Used HDR Lab's light rig and mapped my HDR photos I shot on location. Rendered with Mental Ray.



**2.) Death Race.** Modeled, prepared UVs and textured car engine interior using Maya & Photoshop. Shot digital photo reference to build and paint maps for some engine parts. Rendered in Mental Ray.



**3.) Sky Captain & The World of Tomorrow.** Textured dog skeleton bones using Maya's 3d paint and Photoshop. Used several photos of bones for reference.



**5.) Paycheck.** Modeled and textured computer interior parts for the Paycheck teaser trailer. Used Photoshop and Maya.



**6.) Behind Enemy Lines.** Painted matte to remove fuel tanks. Tracked in Electric Image and AE.