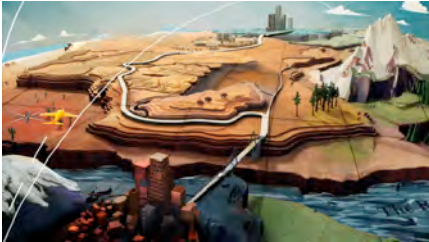


JIM VIDAL

SHOWREEL BREAKDOWN



MAZDA "INCREDIBLE WORLD"

ROLE: Previz, camera, modeling, layout & animation
SOFTWARE: Maya
AGENCY: The Garage / Team Mazda



MASTERCARD "PRICELESS CITIES: FAO SCHWARZ"

ROLE: On-set supervision, previz, secondary modeling & texturing
SOFTWARE: Maya
AGENCY: McCann



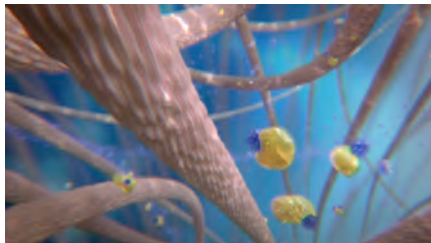
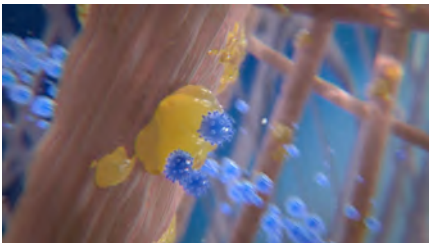
VERIZON FIOS "BRIGHT"

ROLE: Previz, modeling, lighting & screen design
SOFTWARE: Maya
AGENCY: McCann



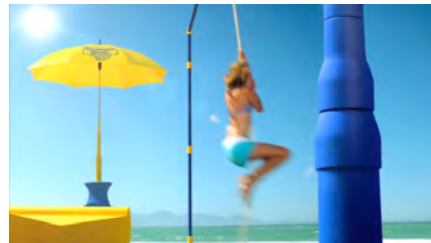
AMERICAN AIRLINES "SCUBA"

ROLE: Manta Ray – Modeling, sculpting, rigging, animation, texturing & lighting
SOFTWARE: Maya, ZBrush
AGENCY: TM Advertising



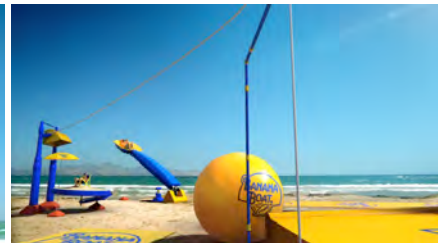
WISK "THE ONE YOU GREW UP ON"

ROLE: Modeling, animation, camera, texturing & lighting
SOFTWARE: Maya
AGENCY: Crispin Porter + Bogusky



BANANA BOAT "RUBE"

ROLE: Modeling, rigging, tracking, layout, animation, texturing & lighting
SOFTWARE: Maya, PFTrack
AGENCY: Grey NYC





CTIA “INSIDE THE WIRELESS MIND”

ROLE: Bird – Modeling, texturing & lighting

SOFTWARE: Maya

AGENCY: GMMB



“SILO” (SHORT FILM)

ROLE: VFX Producer, modeling, tracking, texturing, lighting & compositing

SOFTWARE: Maya, PFTrack, Nuke

DIRECTOR: David Soll



FRONTLINE TRITAK “FLEAS ARE FAST”

ROLE: Previz, camera, modeling & texturing (skin, hairs, eggs), layout

SOFTWARE: Maya, Zbrush, Mudbox

AGENCY: Saatchi & Saatchi

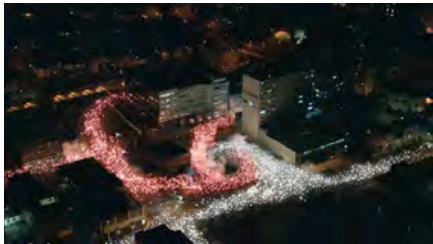


MAZDA “INCREDIBLE WORLD”

ROLE: Previz, camera, modeling, layout & animation

SOFTWARE: Maya

AGENCY: The Garage / Team Mazda



VERIZON WIRELESS “SPARK”

ROLE: Modeling, rigging, tracking, animation, texturing & lighting

SOFTWARE: Maya, MotionBuilder, SynthEyes

AGENCY: mcgarrybowen



MAZDA “INCREDIBLE WORLD”

ROLE: Previz, camera, modeling, layout & animation

SOFTWARE: Maya

AGENCY: The Garage / Team Mazda

