

Janelle Schneider

SURFACING ARTIST

Shot Breakdown (ShortReel)

00:01 - 00:08

Mr. Peabody & Sherman

Surfacing Artist

Created texture maps and look development for all bar props and living room environment.

Mari and proprietary renderer

00:09 - 00:12

Grimm

Surfacing Artist

Created texture maps and look development for creature skin, eyes and teeth.

C4d and Mari

00:13 - 00:17

Mr. Peabody & Sherman

Surfacing Artist

Created texture maps and look development for character skin and clothing. Created design for neck plate.

Mari and proprietary renderer.

00:18 - 00:23

Mars Needs Moms

Senior Texture Artist

Created texture maps for character, and designed specific surface details of clothing and accessories.

Maxon BodyPaint, Photoshop

00:23 - 00:31

Disney's A Christmas Carol

Senior Texture Artist

Created texture maps for character skin, teeth and eyes based on actor reference and concept art. Hand painted aging.

Maxon BodyPaint, Photoshop, Maya

00:32 - 00:43

Disney's A Christmas Carol

Senior Texture Artist

Created texture maps for character skin, teeth and eyes, and clothing.

Maxon BodyPaint, Photoshop, Maya

00:43 - 00:46

Mr. Peabody & Sherman

Surfacing Artist

Created texture maps and look development for props and room environment.

Mari and proprietary renderer

00:46 - 00:48

Mars Needs Moms

Senior Texture Artist

Created texture maps for Two Cat robot Maxon

BodyPaint, Photoshop, Maya

00:49 - 01:02

Toonami

Texture/Lookdev Artist

Created texture maps for spaceship

Substance Painter, Maya, Photoshop, Vray

01:02 - 01:07

Mars Needs Moms

Senior Texture Artist

Created texture maps for pod interior and environment.

BodyPaint, Photoshop, Maya

01:07 - 01:10

WIP undisclosed client

Surfacing Artist

Unwrapped uvs, created texture maps and materials, and set up scene and basic lighting in Unity for testing.

Substance Painter, Maya, Unity, Photoshop

01:11 - 01:13

Madagascar 3

Surfacing Artist

Created texture maps and look development for close up train cars, gravel, and some background props.

Mari and proprietary renderer.

Madagascar 3

Surfacing Artist

Created texture maps and look development for:

01:14 - 01:17 - knives, hay bale.

01:17 - 01:20 - wagon

01:20 - 01:23 - environment wall

01:23 - 01:35 - ancient ruins, ground plane

Mari and proprietary renderer.