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**Tom Bylicky**

**CG Artist**

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**Modeling Reel:**

<http://youtu.be/4jsyy0Vt7ag>

**Female Warrior:**

All the armor patterns were either drawn up in Adobe Illustrator, or were drawn by hand, and then imported into Adobe Photoshop for clean up. The textures are for the most part done in Photoshop, with Mudbox being used to create displacement and normal maps. The hair uses a series of free standing curves as opposed to the standard Maya hair system. The modeling is done using Maya.

**“The Man”:**

The hair is done with Maya’s hair; although, the eyebrows are technically fur. The primary modeling was done in Maya, while Mudbox was used for some of the more precise stuff. The textures were put together in Photoshop, and it was rendered in Mental Ray.

**Skeleton:**

I had started modeling it in Max, but eventually moved it to Maya because I was more comfortable using the animation system. This model was put together over the course of a series of freelance projects focusing on bone structure, or more specifically how it would break under certain circumstances. Given what it was being used for, the bone shape needed to be extremely accurate.

**Software Used In Reel:**

Maya, 3ds Max, Mudbox, Adobe Photoshop, Adobe Illustrator, After Effects, and Adobe Soundbooth. Rendered in Mental Ray.