

Michael Caputo  
 5 Suzy Street  
 Toronto, Ontario, M9V 3C7, Canada  
 michaelcaputo3d@hotmail.com  
 michaelcaputo3d.com

## Demo Reel Breakdown

Sequence	Title	Technique/Tool	Artistic Responsibilities
Shot 1	Squeaker- Character	3ds Max 2008	Modeled Character
Shot 2	Dr. Blood- Character	-3ds Max 2008 -Adobe Photoshop CS3 -Vray	Modeled and Textured Character Body (Not Head)
Shot 3	Mot Bot- Character	-3ds Max 2008 -Adobe Photoshop CS3 -Vray	Modeled and Textured Character
Shot 4	Blood Bot- Character	3ds Max 2008	Modeled Character
Shot 5	Bike MK1-Vehicle	-3ds Max 2008 -Adobe Photoshop CS3 -Vray	Modeled and Textured
Shot 6	Hydro Grenade- Prop	3ds Max 2008	Modeled Prop
Shot 7	Alien Energy Core- Set	3ds Max 2008	Modeled Set

Michael Caputo  
 5 Suzy Street  
 Toronto, Ontario, M9V 3C7, Canada  
 michaelcaputo3d@hotmail.com  
 michaelcaputo3d.com

## Portfolio Breakdown

**Section 1: Student Demo Reel** (Images are numbered from 1-3 per row and begin from left to right per row)

<b>Section 1: Student Demo Reel</b>			
<b>Sequence</b>	<b>Title</b>	<b>Technique/Tool</b>	<b>Artistic Responsibilities</b>
Row 1 Image 1 & 2	Petey Pelican - Character	- 3ds Max 9 - Adobe Photoshop CS3	Modeled and Textured Character
Row 1, Image 3 Row 2, Images 1 & 2	Fishy - Character	- 3ds Max 9 - Adobe Photoshop CS3	Modeled and Textured Character
Row 2, Image 3 Row 3, Images 1 & 2	Viking - Character	- 3ds Max 9 - Adobe Photoshop CS3	Modeled and Textured Character

**Section 2: PEN Productions** (Images are numbered from 1-3 per row and begin from left to right per row)

<b>Section 2: PEN Productions</b>			
<b>Sequence</b>	<b>Title</b>	<b>Technique/Tool</b>	<b>Artistic Responsibilities</b>
Row 1, Images 1-3; Row 2, Image 1	Flutterby - Character	3ds Max 2008	Modeled and Unwrapped Character
Row 2, Images 2 & 3; Row 3, Images 1 & 2	Mo - Car	3ds Max 2008	Modeled and Unwrapped Character
Row 3, Image 3; Row 4, Image 1	Stingo - Character	3ds Max 2008	Modeled and Unwrapped Character
Row 4, Images 2 & 3	Violet - Character	3ds Max 2008	Modeled and Unwrapped Character