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➤ Modeler/3D Artist ◀

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Reel Breakdown



Blériot XXVII (00:00 - 00:28)

Maya, Substance Painter, Arnold, Illustrator, Photoshop, Nuke

I spotted a pre-WW1 French racing plane on a visit to the Royal Air Force museum in London, and I loved the seven cylinder engine with the really distinctive engine cover, and all of the exposed wood frame. I laid out the UVs in rows based on material, and used procedural approaches in many of my texturing masks. The displacement was made with a combination of hand painting/procedurals in Substance Painter, and logos/text drawn in Illustrator.



Giraffe Weevil (00:28 - 00:43)

Zbrush, Maya, Mari, Arnold, XGen, Nuke, Photoshop

I am fascinated by how absurd the giraffe weevil (*Trachelophorus giraffa*) looks, so I added a bow tie to exaggerate that a little more. I painted the tiny ridges into the displacement with Mari, and the other textures use that and cavity/ao as the starting point. The sparsely placed hairs on the head and antennae use a modified cavity map as the density mask.



Forest (00:43 - 01:04)

Maya, Mari, Zbrush, PhotoScan, SpeedTree, Arnold, Photoshop, Illustrator, Nuke, Canon 5D MKIII

This project was inspired by foggy forests in southern England, and a 1990s chainsaw. I found a large stump and logs in a forest near where I live, and captured multiple rows of photos at different angles. The stump/log were cleaned up in Zbrush, and Mari was used to reduce lighting information in the texture. For the chainsaw, I organized the UV shells across multiple tiles based on the material type, and sharing many masks across channels was very useful. Generic versions of the logos/labels were produced in Illustrator and Photoshop.



Gulfstream (01:04 - 01:17)

Maya, Arnold

The aircraft beverage machines were created for interior visualizations of Gulfstream Aerospace's new G500/G600 luxury business jets during an internship. My goal was to exactly replicate the form, while maintaining clean subdivision topology and UVs. I used photo reference and incomplete CAD data, and I had to decide what parts were unnecessary to model because the CAD data included interior parts of the machines.