

## Daniel Edery Reel 2023 Shot List

1. (00:03:19) Responsible for modeling Future Kang mech suit (Maya)
2. (00:06:19) Responsible for modeling Future Kang mech suit (Maya)
3. (00:09:20) Responsible for modeling Future Kang mech suit (Maya)
4. (00:14:16) Responsible for Priscilla groom (Houdini)
5. (00:20:08) Responsible for Dog modeling (Maya, Zbrush)
6. (00:24:02) Responsible for Ice Cream Truck Spaceship texture painting and look development
7. (00:31:11) Responsible for Ice Cream Truck Spaceship texture painting and look development
8. (00:33:00) Responsible for Ice Cream Truck Spaceship texture painting and look development
9. (00:33:20) Responsible for Ice Cream Truck Spaceship texture painting and look development
10. (00:34:16) Responsible for Ice Cream Truck Spaceship texture painting and look development
11. (00:35:10) Responsible for Ice Cream Truck Spaceship texture painting and look development
12. (00:36:03) Responsible for Ice Cream Truck Spaceship texture painting and look development
13. (00:39:16) Responsible for Pegasus wing feathers groom and look development for entire character (Houdini, Arnold for Katana, Mari)
14. (00:42:17) Responsible for Pegasus wing feathers groom and look development for entire character (Houdini, Arnold for Katana, Mari)
15. (00:44:00) Responsible for Shadow Creature crowd modeling (Zbrush, Maya)
16. (00:45:06) Responsible for Extreme Thor helmet modeling, armor look development (Maya, Zbrush, Mari, Arnold for Katana)
17. (00:47:01) Responsible for Razor Fist skin look development (Arnold for Katana)
18. (Maya, Zbrush, Mari, Arnold for Katana)
19. (00:50:05) Responsible for Eros Suit modeling, texture painting, and look development (Maya, Zbrush, Mari, Arnold for Katana)
20. (00:54:20) Responsible for Eros Suit modeling, texture painting, and look development (Maya, Zbrush, Mari, Arnold for Katana)
21. (00:57:22) Responsible for Gilgamesh Baby Outfit modeling, texture painting, look development, and groom (Maya, Zbrush, Mari, Houdini, Arnold for Katana)
22. (01:01:07) Responsible for Doctor Strange Cloak Look development and groom (Mari, Arnold for Katana, Houdini)
23. (01:04:04) Responsible for Wong Costume Look Development (Arnold for Katana)
24. (01:07:00) Responsible for America Chavez costume sculpting (Zbrush, Arnold for Katana) and Doctor Strange Cloak look development and groom (Arnold for Katana, Houdini)
25. (01:08:22) Responsible for Doctor Strange Scarf modeling, texture painting, groom, and look development (Maya, Zbrush, Mari, Arnold for Katana, Houdini)
26. (01:09:22) Responsible for Doctor Strange Scarf modeling, texture painting, groom, and look development as well as cloak groom and look development (Maya, Zbrush, Mari,

- Arnold for Katana, Houdini)
27. (01:11:09) Responsible for Vyloo Creature modeling, blend shape sculpting, texture painting, groom, and look development (Maya, Zbrush, Mari, Houdini, Arnold for Katana)
  28. (01:12:13) Responsible for Vyloo Creature modeling, blend shape sculpting, texture painting, groom, and look development (Maya, Zbrush, Mari, Houdini, Arnold for Katana)
  29. (01:15:16) Responsible for Tree Hole and Nest modeling, texture painting, and look development (Maya, Zbrush, Mari, Arnold for Katana)
  30. (01:17:01) Responsible for Water Creature modeling (Maya, Zbrush)
  31. (01:19:04) Responsible for Bush modeling, look development (Speedtree, Arnold for Katana)
  32. (01:21:09) Responsible for crowd modeling and texture painting (Maya, Zbrush, Wrap3, Mari)
  33. (01:24:11) Responsible for Meek Business Suit modeling, texture painting, and look development
  34. (01:25:23) Responsible for Robot Man modeling, texture painting, look development (Maya, Substance Painter, Arnold for 3DS Max)
  35. (01:27:16) Responsible for Alligator modeling, texture painting, look development (Maya, Zbrush, Mari, Arnold for 3DS Max)
  36. (01:30:14) Responsible for Black Lightning Hero Suit modeling, texture painting, look development (Maya, Zbrush, Mari, Arnold for 3DS Max)
  37. (01:36:17) Responsible for Trigon Creature 3D concept design, modeling, texture painting, look development, and groom (Maya, Zbrush, Mari, Redshift for Maya)
  38. (01:41:03) Responsible for Candyman pants detail sculpting (Zbrush)
  39. (01:42:15) Responsible for Digital Double modeling, texture painting, and look development (Maya, Zbrush, Mari, Arnold for Maya)
  40. (01:44:01) Responsible for Demogorgon modeling, texture painting, look development (Maya, Zbrush, Mari, V-Ray for Maya)