

Dawn Meredith: 3D Models, Textures, and Lighting Shotlist

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Titan Maximum

Shadowmachine for Cartoon Network Adult Swim
Lead CG Texture Artist

UV maps and high resolution textures and shaders were created for the Fighters and Warship. Texture maps were adapted from high resolution photos of stop motion models. The textures match the real-world model aesthetic so they seamlessly intercut with the practical sets and puppets.

Software: Maya, Photoshop, and Headus UVLayout.



Star Trek: The Original Series Remastered

CBS Digital

Created High Definition textures for spaceships and stations, including the Enterprise, Bird of Prey, and Galileo. Maya, Photoshop and Illustrator were used.



Leverage

Electric FX for TNT Television

Lead texture artist for HD Boeing 777. UVs and textures created with Headus UVLayout, Maya and Photoshop. Backup modeling and rigging. Rendered color, bump, specular, dirt, shadow, ambient occlusion, and matte layers for compositing. Animated skidmarks on bridge.



LDS Spaceship Commercial

Electric FX for Go Films

Created hovering planet textures. Textured and lit spaceship geometry provided by Go Films. Modeled and textured visors and alien footprints.



Librarian 3: Curse of the Judas Chalice

Electric FX for TNT Television

Vlad Explosion: Modeled, Rigged, and Textured Ghost Heads using Maya and ZBrush. Animated background heads.



Librarian 3: Curse of the Judas Chalice

Fountain of Youth: Modeled collision geometry for fluid simulation.

Library Annex: Textured and lit pre-existing geometry. Final lighting scheme combined lights and incandescence maps. Rendered for compositing.



Red Headed Woodpecker

MFA Thesis Project

This model was influenced by the design elements of the Native American tribes of the northern United States. This puzzle-like model was created with Maya, ZBrush, Photoshop and Headus UV Layout.



Aging Rock Musician

This model was created for Professor Tony Tseng's Character Design for Games course at the Savannah College of Art and Design in Atlanta. Software Used: Maya, ZBrush, Photoshop and Headus UVLayout.



Dragon Model

Original sculpt done in ZBrush, then retopologized. UVs assigned with Headus UVLayout. Textured with a combination of ZBrush and Photoshop. Lit and rendered with Maya/Mental Ray.



Differential Grasshopper Study

Personal Project. Base mesh created in Maya. UVs created with Headus UVLayout. Modeled in ZBrush. Textures in ZBrush and Photoshop. Rendered with Mental Ray.