



## Brad Jerod Madison

Digital Artist

954.608.6672

bradmadsion@bjm3d.net

bjm3d.net

### Demo Reel Breakdown



**J-Dirty Concept Art**

I created this original concept in **Photoshop CS4**.



**J-Dirty ZBrush Model**

I created all the base meshes in **Maya 2011** and imported them into **ZBrush 4** to do all the fine details.



**J-Dirty Game Model**

I retopologized my high polygon mesh into a low polygon game model using **Nex 1.6** for **Maya**. After I polypainted the high polygon model in **ZBrush**, I imported the high polygon meshes and the retopologized game model into **XNormal** to generate the Normal and Color Maps. I used **Crazybump** and **Photoshop** to make a Specularity Map.



**Joshua Concept Art**

I created this original concept in **Photoshop CS4**.



**Joshua ZBrush Model**

I created all the base meshes in **Maya 2011** and imported them into **ZBrush 4** to do all the fine details.



**Joshua Game Model**

I retopologized my high polygon mesh into a low polygon game model using **Nex 1.6** for **Maya**. After I polypainted the high polygon model in **ZBrush**, I imported the high polygon meshes and the retopologized game model into **XNormal** to generate the Normal and Color Maps. I used **Crazybump** and **Photoshop** to make a Specularity Map.