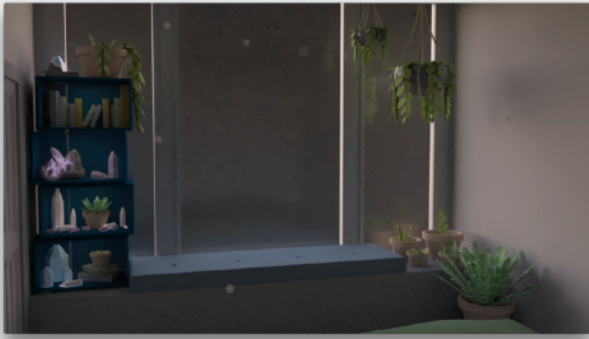# Shot List

"Morning Sun"

- Programs: Maya, Renderman, and Substance Painter
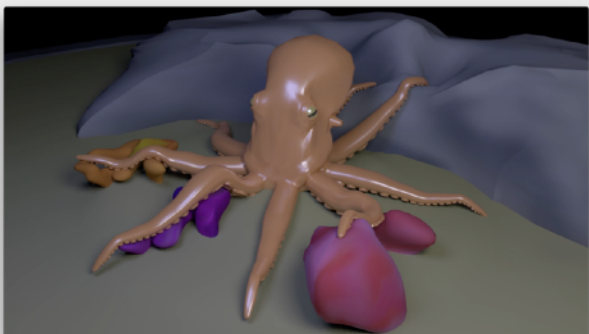- Responsible for: Modeling, Texturing, and Lighting of all assets in scene

"Abandoned Forest"

- Programs: Maya, Renderman, and Substance Painter
- Responsible for: Modeling, Texturing, and Lighting of all assets in scene
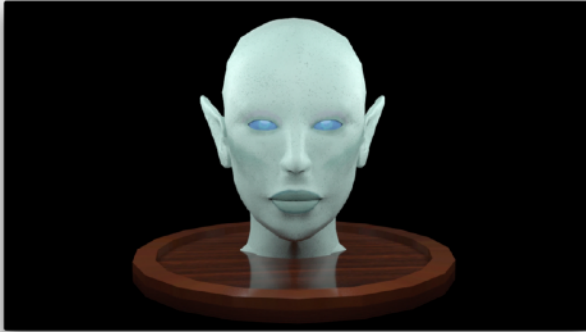

"Crystal Shop"

- Programs: Maya, Renderman, and Substance Painter
- Responsible for: Modeling, Texturing, and Lighting of all assets in scene
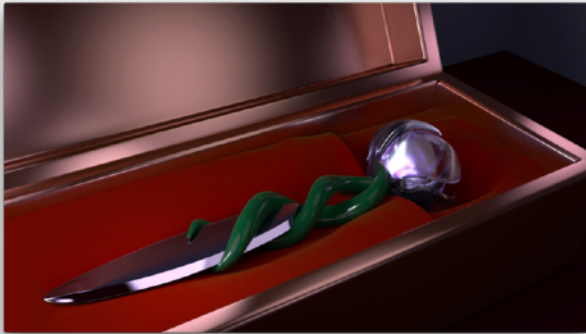

"Octopus"

- Programs: Maya, and Arnold Renderer
- Responsible for: Modeling, Texturing, and Lighting of all assets in scene

Shot List Cont.

"Forest Elf"

- Programs: Maya, Arnold Renderer, and Photoshop
- Responsible for: Modeling, Texturing, and Lighting of all assets in scene

"The Thorn Dagger"

- Programs: Maya, and Renderman
- Responsible for: Modeling, Texturing, and Lighting of all assets in scene

"Trapped Sweets"

- Programs: Maya, Renderman, and Photoshop
- Responsible for: Modeling, Texturing, and Lighting of all assets in scene