



# Ting Yang

3D Lighting and Texture Artist

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## Texture Demo Reel Breakdown Sheet



### Dutch Still Life

*Spring 2010*

I created different shaders and texture maps for the objects. This project contains challenging materials, such as the satin cloth, to recreate. Subsurface scattering shaders were used for the meat and fruits.



### Thesis Character - Milly (in progress)

*Fall 2009*

Milly is the main character in my thesis project. Subsurface scattering shader was used for her skin.



### Milly - Hospital & Graveyard Scenes (in progress)

*Spring 2010*

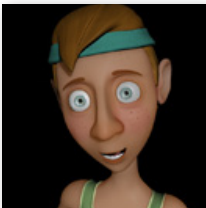
I created shaders for all the objects in both scenes. The grass in the graveyard scene was created using Maya fur.



### Tiny

*Winter 2009*

Subsurface Scattering shader was used for Tiny's skin. Displacement maps were utilized to sculpt the details, such as veins on his body.



### Knock Out - Roger

*Spring 2009*

In the collaborative project, "Knock Out", I textured the two main characters: Roger and Dodgeball Machine, which used various textures and shaders including Subsurface Scattering.



### Knock Out - Dodgeball Machine

*Spring 2009*

I created different metal shaders and various textures of scratches on the machine.