

**Jaime Roberts**  
**3D Artist**  
**modeler / lighter / texture artist**

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### **Professional Work**

**R.I.P.D:** *Debris (ladder, car hood, car door, metal beam)*

Repurposed previous assets. Added new detail to the color maps such as dirt, grime, rust, paint chips and scratches. Created new specular and displacement maps.

*(Created using BodyPaint 3D and Photoshop)*

**R.I.P.D:** *Fire Hydrant*

Took over this asset from another artist, updated the color map added rust, paint chips, water stains, dirt, grim, scratches and created new specular and displacement maps.

*(Created using Mari)*

**R.I.P.D:** *Deado Sweater, Deado Jacket*

Created the color map for the Deado Sweater which was used to create the fur map. Part of a team who textured the Deado Jacket. Updated the color map and added high resolution pattern detail.

*(Created using BodyPaint 3D)*

**R.I.P.D:** *Rooftop Boston Sign and Radio Antenna*

Painted color, specular and displacement maps. Created AO maps for the Boston Sign to match the look of a lit neon sign to be used in FX lighting.

*(Created using Mari)*

**R.I.P.D:** *Helicopter*

Painted color, specular and displacement maps, along with grunge and water stains.

*(Created using BodyPaint 3D)*

**R.I.P.D:** *Parking lot*

Part of a team who established the look of this Hero asset. Painted color, specular, displacement and grunge maps, making sure that each piece would be unique while still blending in with the others and the live action environment.

*(Created using Mari)*

**R.I.P.D:** *Gold Obelisk, Radio antenna*

Painted color, specular and displacement maps. Matched Gold Obelisk to its live action counterpart.

*(Created using Mari and Photoshop)*

**R.I.P.D: Gold Piece**

Painted color, specular and displacement maps for this digital double to match its live action counterpart.  
(Created using Photoshop and Mud Box)

**Personal Work****Bust 1:**

Created the model using Maya and Zbrush. Used Photoshop and MudBox for texturing. Lighting and rendering done in Maya with the use of Mental Ray and Final gather.

**Transistor Radio:**

Created the model using Maya. Used Photoshop and MudBox for texturing. Lighting and rendering done in Maya with the use of Mental Ray and Final gather. Final image composited using Nuke.

**Bust 2:**

Created the model using Maya and Zbrush. Used Maya's projection camera and Photoshop for texturing. Lighting and rendering done in Maya with the use of Mental Ray. Created a Renderman shader to simulate the fine hairs on the contours of the face. This effect is driven by the position of the light and considerably reduces the amount of render time.

**Room:**

This project was about conveying a mood through the use of lighting and a minimal amount of textures. Modeling, lighting, texturing and rendering done in Maya. Final image composited using Shake.

**Car:**

Modeled, shaded and lit in Maya. Built car paint shader. Rendered using Mental Ray and Final gather.