

# Demo Reel Shot Breakdown

[www.hollysheppard.com](http://www.hollysheppard.com)

Reel Edited with Adobe Premiere and Adobe After Effects. Music by RJD2.

## Title Card

Animated Logo in 3DS Max. Animated background and effects in Adobe After Effects  
*3DS Max, After Effects, Photoshop, Illustrator*

## MX vs ATV Title Card

I created all elements and animated in Adobe After Effects  
*After Effects, Photoshop, Illustrator*

## James Stewart Compound - MX vs ATV Alive DLC 00:12 - 00:22

Responsible for terrain texturing, bump maps, and displacement details such as erosion. Also did some grass work. In-game footage captured by Red Bull.  
*Photoshop, World Machine, Rainbow Proprietary Level and Material Editor*

## Catapult Canyon National - MX vs ATV Alive 00:23 - 00:28

Responsible for terrain texturing, bump maps, and erosion. Modeled and textured vista.  
*3DS Max, Photoshop, ZBrush, World Machine, Rainbow Proprietary Level and Material Editor*

## Grandview National - MX vs ATV Alive 00:29 - 00:33

Responsible for terrain texturing, bump maps, and erosion. Modeled and textured rock outcroppings. Modeled and textured vista.  
*3DS Max, Photoshop, ZBrush, World Machine, Rainbow Proprietary Level and Material Editor*

## Chateau National - MX vs ATV Alive 00:34 - 00:37

Responsible for terrain texturing, bump maps, and erosion. Modeled and textured vista. Did some eco placement work.  
*Photoshop, Zbrush, World Machine, Rainbow Proprietary Level and Material Editor*

## James Stewart Compound - MX vs ATV Alive DLC 00:38 - 00:43

Responsible for terrain texturing, bump maps, and displacement details such as erosion. Also did some grass work. In-game footage captured by Red Bull.  
*Photoshop, World Machine, Rainbow Proprietary Level and Material Editor*

## Sliderock Canyon - MX vs ATV Alive DLC 00:44 - 00:47

Rock feature model and texture. Lighting, atmosphere, and eco.  
*3DS Max, ZBrush, Photoshop, Speed Tree, Rainbow Proprietary Level and Material Editor*

**Trickaholix Freeride - MX vs ATV Reflex 00:48 - 00:54**

Terrain texturing, animated terrain lighting, stadium light maps.

*3DS Max, Photoshop, Rainbow Proprietary Level and Material Editor*

**Switchyard Supercross - MX vs ATV Reflex DLC 00:55 - 01:02**

Terrain texturing, terrain lighting, light maps, atmosphere, and sky.

*3DS Max, Photoshop, Rainbow Proprietary Level and Material Editor*

**Manchester Supercross - MX vs ATV Reflex 01:03 - 01:07**

Terrain texturing, terrain lighting, and stadium light maps.

*3DS Max, Photoshop, Rainbow Proprietary Level and Material Editor*

**Stone Point Supercross - MX vs ATV Reflex 01:08 - 01:15**

Stadium Model, stadium lightmaps, terrain texturing, and terrain lighting

*3DS Max, Photoshop, Rainbow Proprietary Level and Material Editor*

**Ft. Dodge Supercross - MX vs ATV Reflex 01:16 - 01:20**

Terrain texturing, terrain lighting, light maps, atmosphere, and sky.

*3DS Max, Photoshop, Rainbow Proprietary Level and Material Editor*

**Switchyard Supercross - MX vs ATV Reflex DLC 01:21 - 01:27**

Terrain texturing, terrain lighting, light maps, atmosphere, and sky. Building model for building that gets driven into.

*3DS Max, Photoshop, Rainbow Proprietary Level and Material Editor*

**Deadly Creatures Title**

Modeled, animated, and rendered with 3DS Max. Effects in Adobe After Effects

*3DS Max, Photoshop, After Effects*

**Deadly Creatures In-Game Footage 01:32 - 02:10**

Responsible for modeling, texturing, lighting, collision, and placement of all environments seen.

Did not create any characters or dead bug models. All footage is In-Game

*3DS Max, Photoshop, Proprietary Level Editor*

**End title and credits**

Created and animated with Adobe After Effects.

*After Effects, Illustrator.*