Shot List – Jeffrey Scott 2023 Demo Reel

Sh. 01 **Black Adam - Full Set**
- Modelled and textured

Sh. 02-05 **Maleficient: Mistress of Evil - Set extensions**
- Modelled and textured. Rebuilt from LIDAR scans, extended set, add props and set details

Sh. 06 **Call of Duty Vanguard - Full Set - UE5**
- Modelled and textured

Sh. 07-10 **ADAM 2 - Exterior/Interior Outpost - Unity**
- Designed and developed look of overall Outpost building
- Modelled and textured various elements
- Art directed outsourcers
- Layout

Sh. 11-12 **ADAM 2 – Road - Unity**
- Created and modelled ground from photogrammetry, textured for desert

Sh. 13-14 **Detective Pikachu - Roads**
- Modelled, textured road network for both wide and CU shots

Sh. 15-16 **Detective Pikachu - Bridge**
- Designed concept, modelled and textured

Sh. 17-18 **Kinora - personal work**
- Modelled, look developed and textured

Sh. 19 **Photogrammetry Mash-up - personal work**
- Modelled, look developed and textured

Sh. 20-22 **WandaVision - Set extension**
- Modelled and textured

Sh. 23-25 **Shang-Chi and the Legend of the Ten Rings - Full set**
- Modelled and textured. Rebuilt from LIDAR scans, extended set, add props and set details

Sh. 26 **World of Shogun - Set extension - UE5**
- Modelled and layout environment beyond FG tent