

John Mankowski's Demo Reel

Shot Breakdown



The opening and closing text was all done in 3DS Max. It was designed to mimic the iconic opening credits of “Superman: The Movie”. The text was made with standard MAX text splines, while the streaks are made from extruded versions of the letters. Blurring effects were added in Premiere to refine the look. I'm really happy with how they came out.



This is my latest work. It is the interior of an inn for the in-development independent game “Shattered Realm”. The game has a distinct steam-punk style to it. This particular inn is meant to be located in a slum sector. A tattered old building, where scrap materials make up a lot of the furnishings. All rooms and objects are . The entire scene is built from 34,000 triangles. All texture detail is baked in, with no other maps other than alpha maps being used. .It was worked on sporadically for about a month's time.



I was inspired to build a Boxing Ring after my time QA testing for “Fight Night Round 3”. This ring is part of a larger work in progress, which will eventually include an arena venue of some kind. The ring itself, and the desks and steps here comprise of 5,000 triangles. The ropes and padding is detailed further with normal maps to give them that padded look. This rendering also has a GI solution cast upon it.

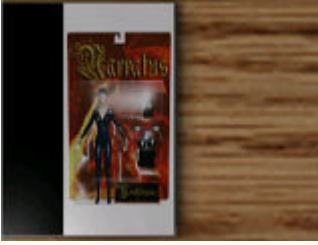


The space ship scene is an old favorite of mine. It is meant to be a small, simple "RV in outer space". I did the entire scene myself in about three weeks. For this one, I made a GI solution, then baked it into the texture and self-illumination maps to give everything that realistic lighting look. All models and textures are my own work. and the entire scene is only 2,800 triangles.

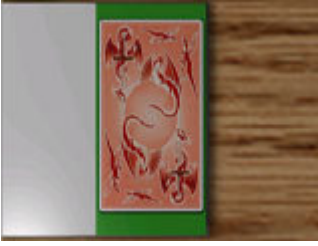


This entire scene is a unique way to show off some of my graphic design work. The page turn effect was a simple trick using a bend modifier in 3DS max on large, very high-poly sheets. A little gloss gives it a cool shine as the pages turn, as well. First, there's the “Echo's Voice” book cover. It's a very own design of mine from over five years ago, but still looks really good. It's from my very early days of 3D model work, and

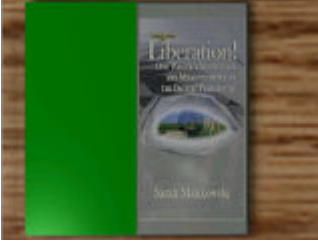
was done entirely with Boolean shapes.



"Narratus" action figure image created for a class project. This was actually originally done in 3D, as well. Using a stock 3D model from the Internet of a female figure as a bases. I built a crude plastic shape around it to be the plastic that holds it in place. There is a simple, box-shaped layer over the figure, as well as a more detailed one under it, like how most real action figure packaging is done. The background image is also a stock image from the internet.



Here Be Dragons: Playing card made in Adobe Illustrator. This entire image was actually made with vector graphics.



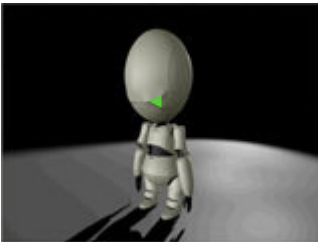
Liberation: Book cover. Again, using the eye from the same 3D model from the internet as above, and Photoshop effects to place the digital playground inside it. The playground was a scene rendered by me a while back.



Wind Scarred: Novel cover. Constructed with photographs of an orange grove. I also scanned a piece of newsprint for the texture on the title box.



I made the ship model in one of my real time modeling classes. It's only 766 triangles. in itself. I was trying to think of a scene to show it off in, and had trouble with water. So I got hit with the bright idea of doing a kind of Captain Harlock scene with old style ships sailing through space. Background is recycled from the previous spaceship scene.



I've always been a fan of Douglas Adams and his writing. One of the things I did like about the new Hitchhiker's Guide movie was some of the mechanical designs, particularly Marvin, the Paranoid Android. After seeing the movie, I decided to model him. What's seen here is actually a high polygon model that was to be used to generate a normal map for a lower poly version that is still being re-worked. All in all not bad considering I only had stills and promo material from the movie for reference.



This entire scene is 4,700 triangles total, even including the blinds and background buildings. It was made to show off the table and chair set on the porch, which are low poly with normal maps. Normal maps were made by my usual method of building a low poly model, smoothing and detailing it, then using the resulting high poly model to project a normal map.



An older scene, a city I built for a friend who wanted a small, Japanese street for backgrounds in a comic. The lighting and textures are thus, very simplified. The scene wasn't designed to be either high or low poly, so most of the buildings are very simple, while other objects are slightly more detailed (such as round surfaces). All textures and models were my work.

The enclosed DVD includes my most recent demo reel (outlined above) in DVD Video format. It can also be viewed in QuickTime format, along with PDF versions of this break down and my resume, on a DVD-ROM drive.