

Michael Slater

Visual Effects Artist

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Texturing and Look Development Breakdown

Shot 1



The Adventures of Tintin - Unicorn Ship.

Lead Texture Artist and Look Development Artist.

Lead Texture artist for the interior and exterior unicorn ship.

Look development and shader setup for the unicorn ship.

Shot 2



The Adventures of Tintin - Unicorn Ship.

Lead Texture Artist and Look Development Artist.

Lead Texture artist for the interior and exterior unicorn ship.

Look development and shader setup for the unicorn ship.

Shot 3



The Adventures of Tintin - Unicorn Ship.

Lead Texture Artist and Look Development Artist.

Lead Texture artist for the interior and exterior unicorn ship.

Look development and shader setup for the unicorn ship.

Shot 4



The Adventures of Tintin - Unicorn Ship.

Lead Texture Artist and Look Development Artist.

Lead Texture artist for the interior and exterior unicorn ship.

Look development and shader setup for the unicorn ship.

Shot 5



The Adventures of Tintin - Unicorn Ship.

Lead Texture Artist and Look Development Artist.

Lead Texture artist for the interior and exterior unicorn ship.

Look development and shader setup for the unicorn ship.

Shot 6



The Adventures of Tintin - Unicorn Ship.

Lead Texture Artist and Look Development Artist.

Lead Texture artist for the interior and exterior unicorn ship.

Look development and shader setup for the unicorn ship.

Shot 7



The Adventures of Tintin - Rock Wall.

Texture Artist and Look Development Artist.

Texture creation for the rock wall textures.

Look Development for the Rock Wall.

Shot 8



The Adventures of Tintin - Pavement.

Texture Artist and Look Development Artist.

Texture creation for the sidewalk pavement.

Look Development and shader setup for the sidewalk pavement.

Shot 9



The Adventures of Tintin - Wallets.

Texture Artist and Look Development Artist.

Texture creation for the wallets.

Look Development and shader setup for the wallets.

Shot 10



The Adventures of Tintin - Display Case.

Texture Artist and Look Development Artist.

Texture creation for the display case including stand.

Look Development and shader setup for the display case.

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Texturing and Look Development Breakdown

Shot 11



The Adventures of Tintin - Picture.
Texture and Look Development Artist.
Textured the picture and the frame.
Look development and shader setup for picture frame.

Shot 12



The Adventures of Tintin - Picture.
Texture and Look Development Artist.
Textured the picture and the frame.
Look development and shader setup for picture frame.

Shot 13



The Adventures of Tintin - Battle Ship.
Texture and Look Development Artist.
Textured the battle ship, created all decals for NAVY boats.
Look development for the battle ship.

Shot 14



The Adventures of Tintin - Jet.
Look Development Artist.
Look development and shader setup the jet.
Textures supplied from another vendor although I did make texture adjustments and additions.

Shot 15



The Adventures of Tintin - Jet.
Look Development Artist.
Look development and shader setup the jet.
Textures supplied from another vendor although I did make texture adjustments and additions.