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**Kneeknocker's Nose**  
(Multiple Shots)

Modeling: hero character – Subdivision Surfaces (LightWave); Animation: camera & character (Maya); Compositing (Shake).



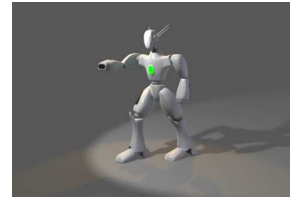
**Portable Telephone**

Modeling – Subdivision Surfaces (Lightwave); Texturing (Maya/Photoshop)



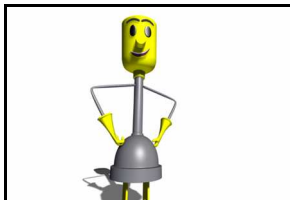
**Journey**

Animation: camera & character; Modeling: the desk, chairs, coat hangar, and room; Texturing: background (Maya); Compositing (Shake)



**Robot**

Modeling – Subdivision Surfaces (Lightwave); Texturing (Lightwave Procedurals)



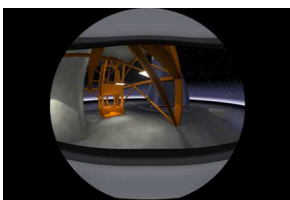
**Willie Wired Hand**

Modeling, Texturing, & Animation (Maya)



**Metal & Glass Angel**

Modeling – Subdivision Surfaces (Lightwave); Texturing (Lightwave Procedurals)



**Pioneer Launch**  
(Dome Theater Version)

(Thesis Work)  
Modeling (Lightwave); Texturing, & Animation (Maya); Rendering: wrote custom fisheye lens shader (mental ray); Compositing (Shake)



**Droids**

Animation: Hover Droids (Maya); Compositing (Shake)