

Jon Stoll, 3D Generalist Reel Breakdown

Disney Broom with Paint Bucket (This belongs to Disney)

- Modeled in 3D Coat
- Rigged in Maya
- Textured and rendered

Ace Ventura Escort (Endless Engines)

- Various models purchased from the internet
- Rigged the cars
- Characters are DAZ characters which were sculpted to match likeness
- Assets created in Maya; some assets from V-ray chaos cloud, mega scans, or personal library
- Textured the car, street, bridge, cop car, and characters' outfits
- Used Advanced Skeleton and Face Cap X for rigging
- Animated everything except the camera
- Lighting, rendering, and effects done in Maya and After Effects

Garden Gong (Moving Meditations)

- Models from personal library, downloaded, or purchased online
- Textured and placed all objects in the scene
- Rigged character using Advanced Skeleton
- Modified and simulated dress in Marvelous Designer
- Created custom experimental hair rig
- Smoke and gong effect in Embergen
- Lighting and rendering done in Maya using V-ray

- Final composite done in After Effects

Jalisco Dancing Skeleton (Creative Exploration)

- Converted Daz Character
- Cleaned up motion capture
- Simulated dress using Marvelous Designer
- Lighting and rendering done in Maya and V-ray

The Escape (Guy Shooting a Robot on Bike and Woman with Suitcase)(Infinite Journeys)

- All concept design done by Jon Stoll
- Personal drone airports, roads, and cars modeled by Jon Stoll
- Texturing and lighting done by Jon Stoll
- Characters rigged using Advanced Skeleton
- Hair made in X Gen
- Gun, bike, and robot purchased
- Robot and bike rigged and textured
- Glass breaking simulated in Blender; explosion effects done in Embergen and After Effects
- Final composite done in After Effects

Mickey (Disney Junior Dance party)

- Animation done in Maya
- Lighting and rendering done using V-ray

Dancing Skeletons (Disney World of Color Halloween test)

- Rigged using Rapid Rig
- Helped design and texture

- Animated and did lighting and rendering

Looping Ball Drop (Dynamic Machines)

- Animated character
- Modeled and assembled entire scene except wheelbarrow and foliage
- Textures from personal library
- Ball drop done in Cinema 4D and brought into Maya for lighting and rendering using V-ray
- Final composite done in After Effects

Mirror Mirror (Disney World of Color Halloween)

- Modeled, textured, rigged, animated, and rendered Mirror Character

Skeleton Cauldron (Disney World of Color Halloween)

- Rigged with Rapid Rig, animated, lit, rendered, and composited entire sequence in Maya and After Effects

Incredibles Omni Droid Battle (Disney Forever Castle show)

- Rigged in Maya, modeled, simulated effects, animated, lit, rendered, and composited entire sequence involving Omni droid
- Did not do any of the Incredible main characters as they were rotoed from the movie and comped later

Mulan Fight Sequence (Disney EPCOT Harmonious)

- Helped design and proof of concept for entire show
- Created all concept movies in Unreal simulating arm movements and effects and screen content
- Used DAZ for characters and clothing

- Cleaned up motion capture animation in Motion Builder and passed it to another artist for camera work and effects

Honda CRV Loop

- Road created in Maya
- Car rigged in Maya
- BG plate tracked using Syntheyes
- Lighting, rendering, and compositing done in After Effects

Honda Accord

- Created in Unreal
- Responsible for all Accord texturing, lighting, rendering, and camera work
- Green screened speakers put in all shots
- Rendered out multiple camera angles and made beauty shots of the car

Sure! Here are the revised descriptions for each project in the format you requested:

KIA EV6 (Blue Roof of the car)

- Shown during KIA Dealership meeting
- Car model provided by the client
- Responsible for all lighting, texturing, rendering, and camera work in Unreal

Green Pool Unfortunate soul

- Test animation for Disney's World of Color

- One of 7 variations of Poor Unfortunate Souls rigged, textured, and animated for the final Halloween show

Honda Dream Highway

- Concept for an electrified sky highway used in various shows
- Created and rendered in Unreal

Hyundai 7 Interior

- Modeled and textured in Maya with V-ray
- Converted from client's design with extensive modeling repairs
- Responsible for all lighting, animation, and rendering

Russian standing on the hillside

- Personal project based on a concept
- Modeled and textured in 3D Coat and Maya
- Grass created using X-Gen with wind and color variation
- Rendered using Arnold

Hyundai Santa Fe XR Apartment

- XR shot created in a San Francisco-like city built in Unreal
- Real car on stage, background created in Maya and brought into Unreal

House Driveway XR Background

- Background created in Unreal for an XR shoot of the Hyundai 7 Concept Launch and Digital Premier

Ionic 5 Virtual Stage with Green screen actor

- Shot for the Hyundai Ionic 5 Launch and Digital Premier
- Responsible for lighting and rendering to make the CG Unreal car look as real as possible
- Speaker support videos run through Unreal to capture reflections on the car and ground

Walk Cycle

- Personal project featuring a rig from AnimSchool
- Animated and rendered in Maya with V-ray

Vincent Character

- Personal project featuring a character modeled, textured, and rigged using Advanced Skeleton in Maya
- Rendered using V-ray

Acura Yellow car

- Shot made in Unreal for the Acura Reveal
- Car animated and camera work done in Unreal
- Post effects added in After Effects