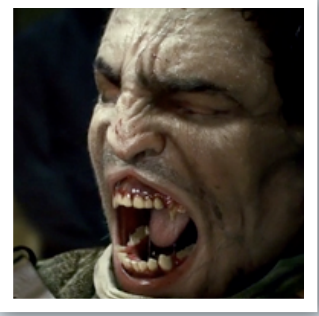


# Alwyn Hunt - Showreel shot breakdown

<p>Project: John Carter Company: Double Negative Position: Senior Texture Artist, London Responsibility: Textured hero characters - Sola, Lead texture artist for the Thoat team</p> <p>Software: Mari, Nuke, Photoshop, Maya</p>	
<p>Project: Alice in Wonderland Company: Sony Imageworks, Los Angeles Position: Senior Texture Artist Responsibility: Textured hero characters - Bandersnatch, Dodo bird, Executioner, White Horse, Pigs</p> <p>Software: Bodypaint, Photoshop, Maya</p>	
<p>Project: Wolfman Company: MPC, London Position: Lead Texture Artist Responsibility: Textured hero characters - Wolfman, Wolfman's Dad and transformation lookdev - Digital double of Benicio Del Toro, Anthony Hopkins - Overseeing team for delivery of assets</p> <p>Software: Bodypaint, Photoshop, Maya</p>	
<p>Project: Narnia - Prince Caspian Company: MPC, London Position: Lead Character Texture Artist Responsibility: Responsible for a overseeing all character textures as well as texturing hero characters - Reepicheep, Centaurs, Minotaurs, Tigers, Foxes, Rabbits - Overseeing team for delivery of assets</p> <p>Software: Bodypaint, Photoshop, Maya</p>	

# Alwyn Hunt - Showreel shot breakdown

<p>Project: Watchmen Company: MPC, London Position: Senior Texture Artist Responsibility: Textured digital doubles - Rorschach, riot crowd, prison guards and prisoners</p> <p>Software: Bodypaint, Photoshop, Maya</p>	
<p>Project: Robin Hood Company: MPC, London Position: Lead Texture Artist Responsibility: Textured digital doubles - Armies, Sea crafts, War Ship - Overseeing team for delivery of assets</p> <p>Software: Bodypaint, Photoshop, Maya</p>	
<p>Project: Everyones Hero Company: Starz Animation, Toronto Position: Lead Texture Artist Responsibility: Responsible for a overseeing all textures and delivery of assets - textured hero characters and props</p> <p>Software: Bodypaint, Photoshop, Maya</p>	
<p>Others: Harry Potter, House of Flying Daggers, Farscape</p>	