

**FREELANCER**

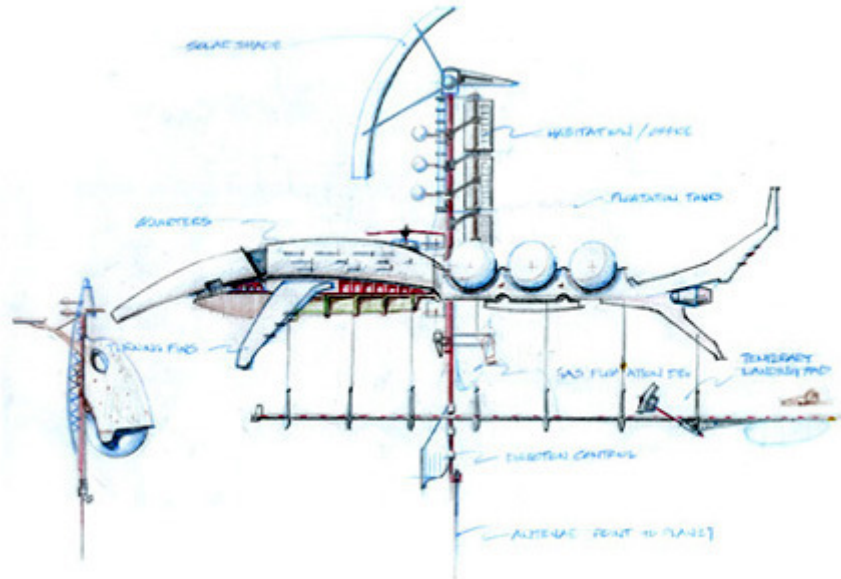
**AUSTIN, TX, USA  
2001 - 2003**

**MICROSOFT -**

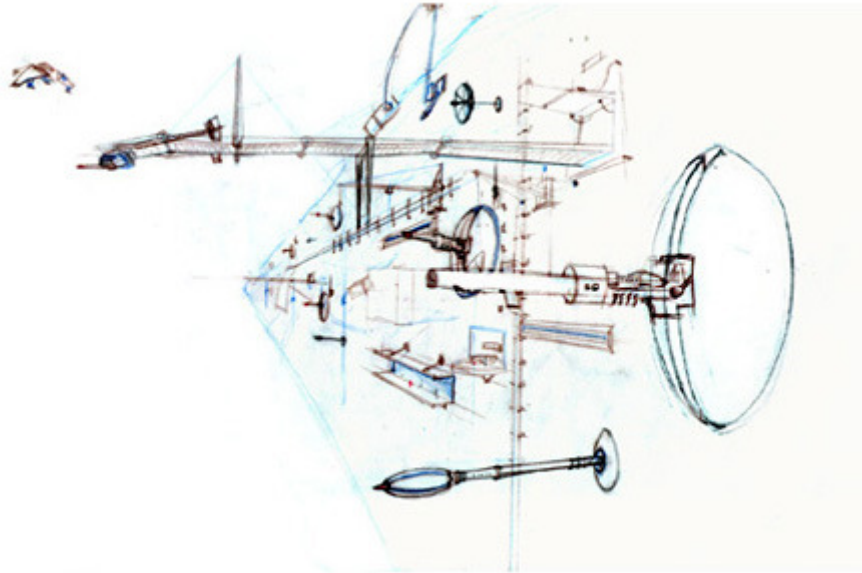
Most of the bases in Freelancer were part of in-game cinematics.

Bridging many work groups within the Freelancer teams; I worked on the motion capture animation, 3d asset creation, final set lighting, cinematic animation with our proprietary editor and particle FX to create many levels within the game.

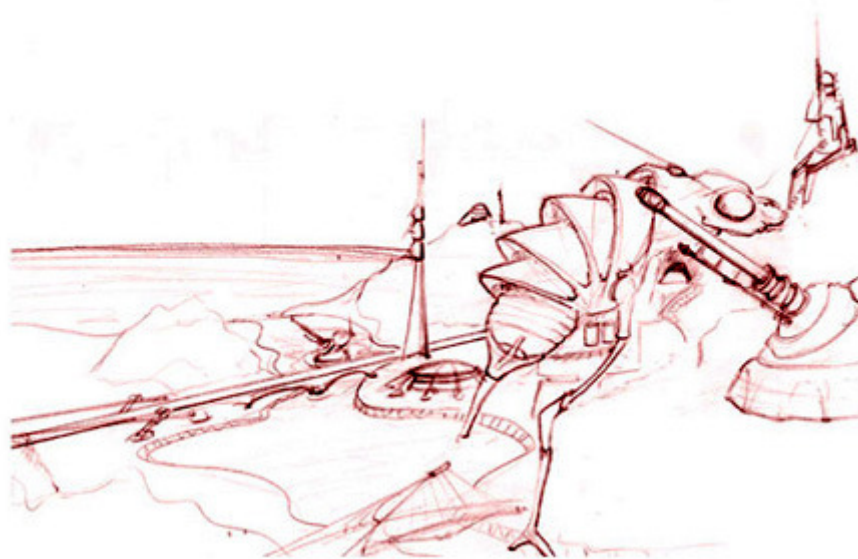
We worked in 3DS Max and Filmbox (Motion Builder) mostly with a few proprietary tools.



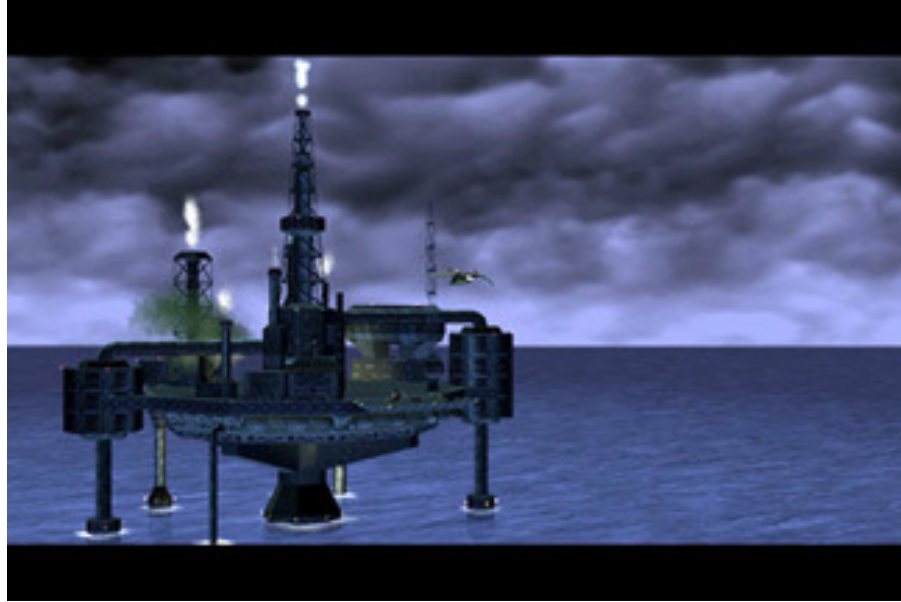
Concept for Gas Giant base



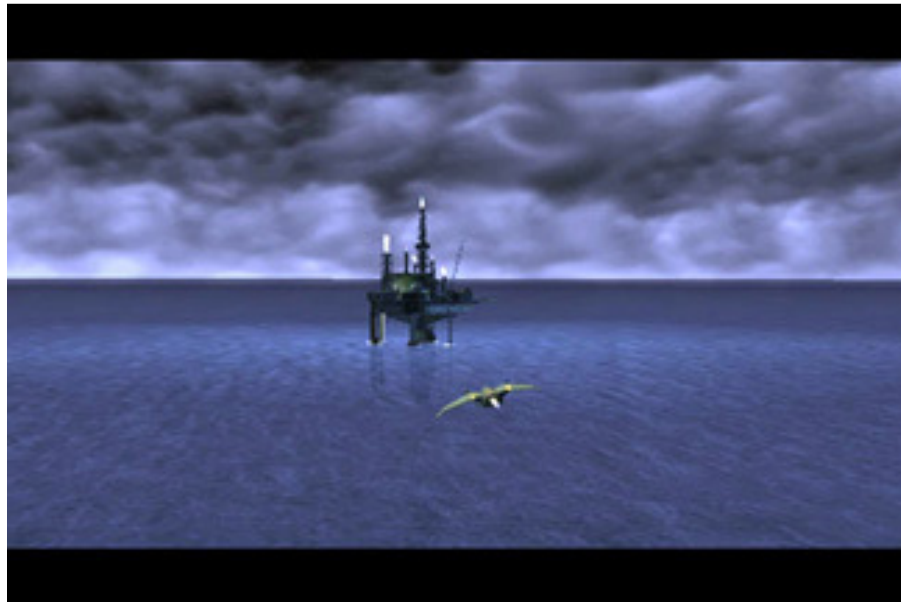
Concept for Walled City base



Due to the length of Freelancer's development, many of the assets had been created many years prior and required rebuilding and retexturing to bring them up to date; this was also true for the motion capture data that required reshooting. I had to lip sync much of the motion capture animation recorded from voice actors such as Mark Hamill.



Most of the bases in Freelancer were part of in-game cinematics.



There were many teams within the game: 3d artists, a cinematic team, Motion capture team, game designers and programmers.



One of the guys on the team modeled my head, so occasionally I showed up in the game on random characters.





















