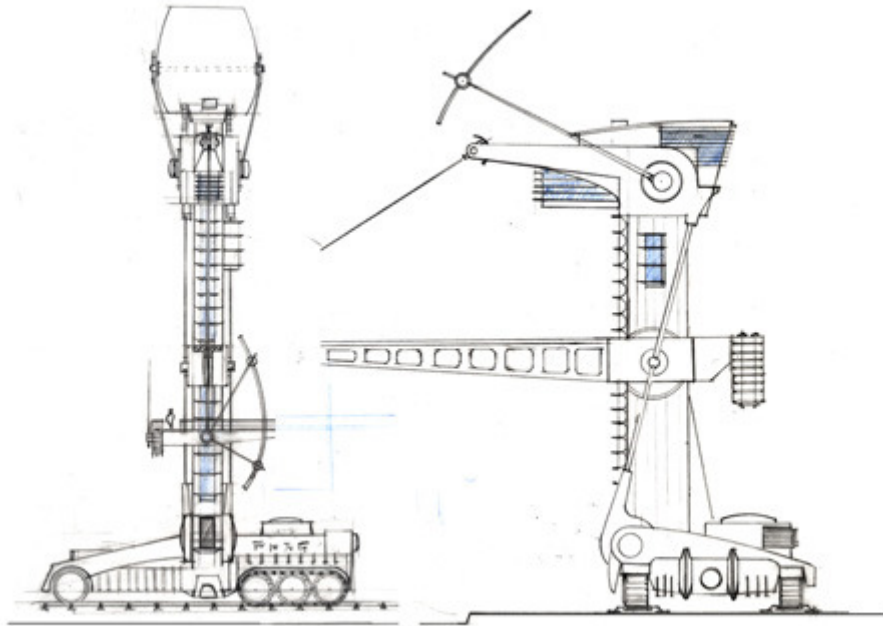
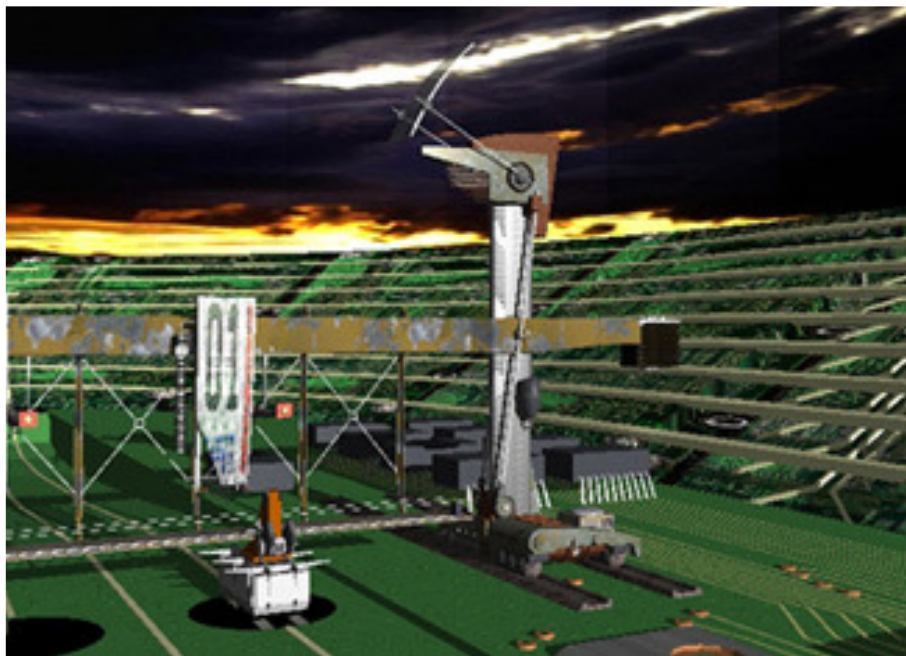
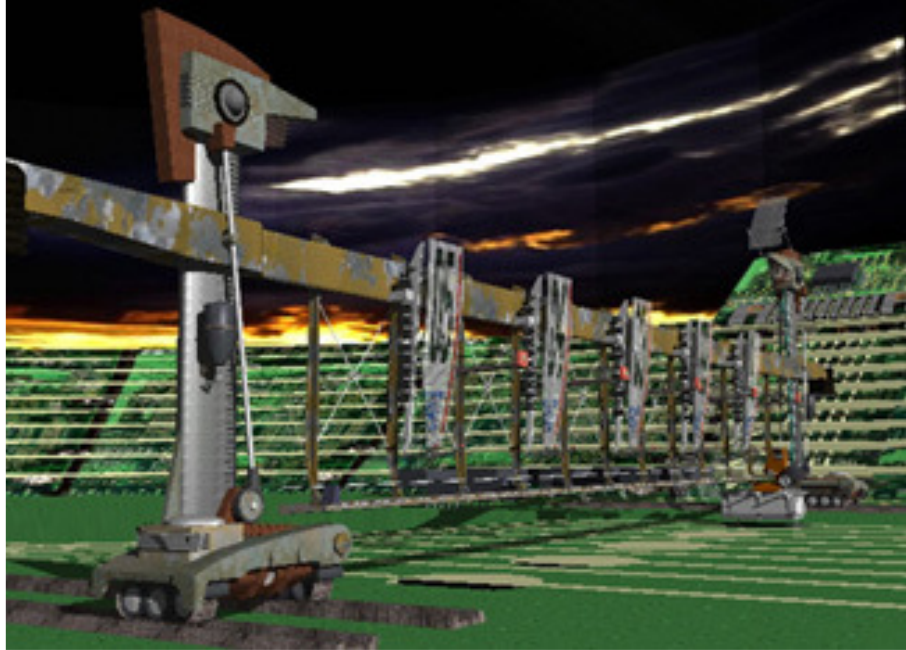
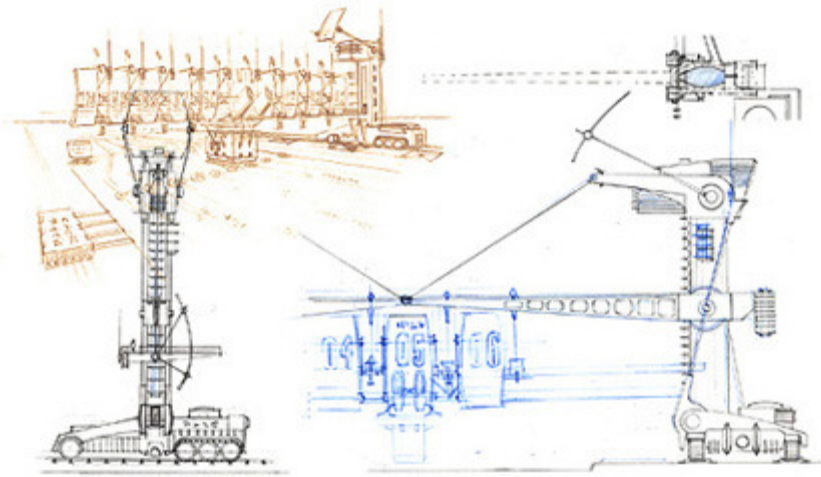
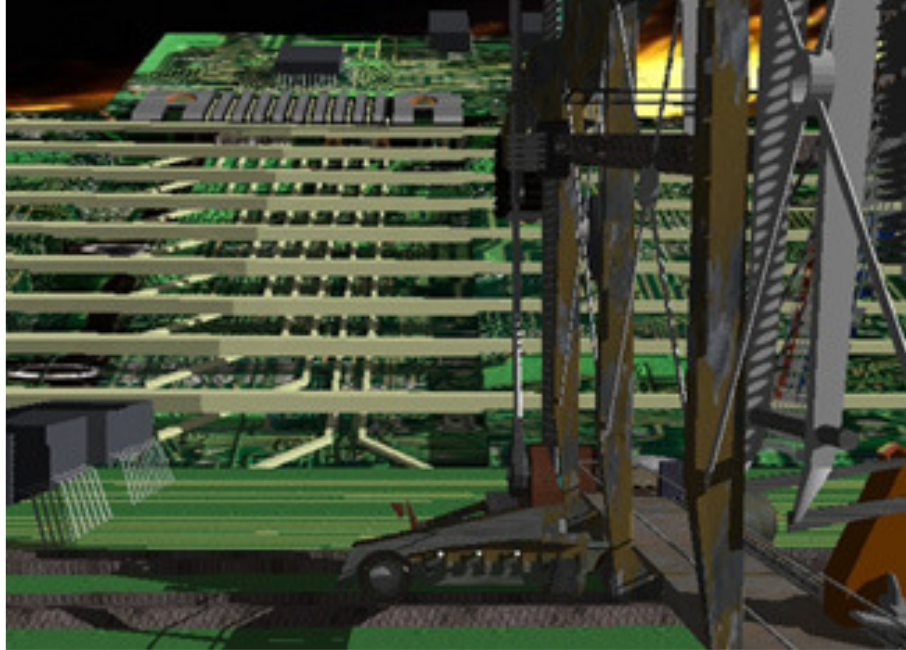


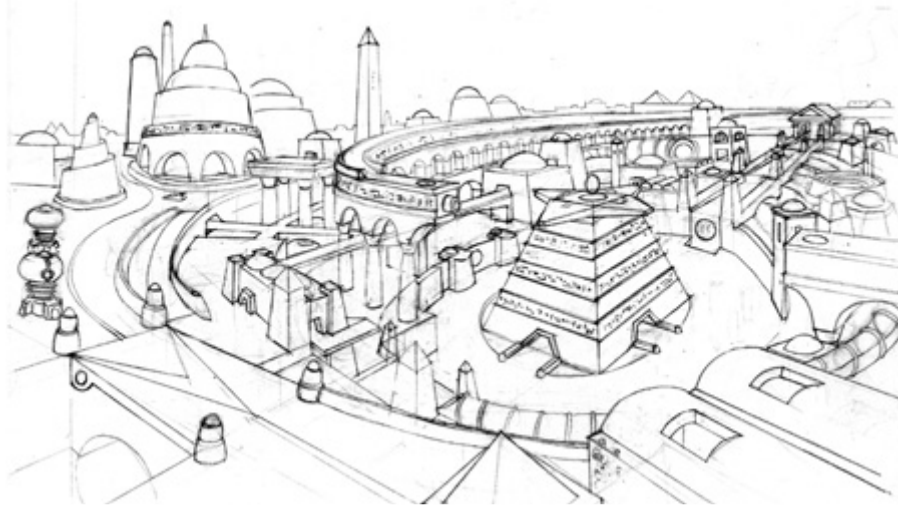
SKETCHES + CONCEPTS



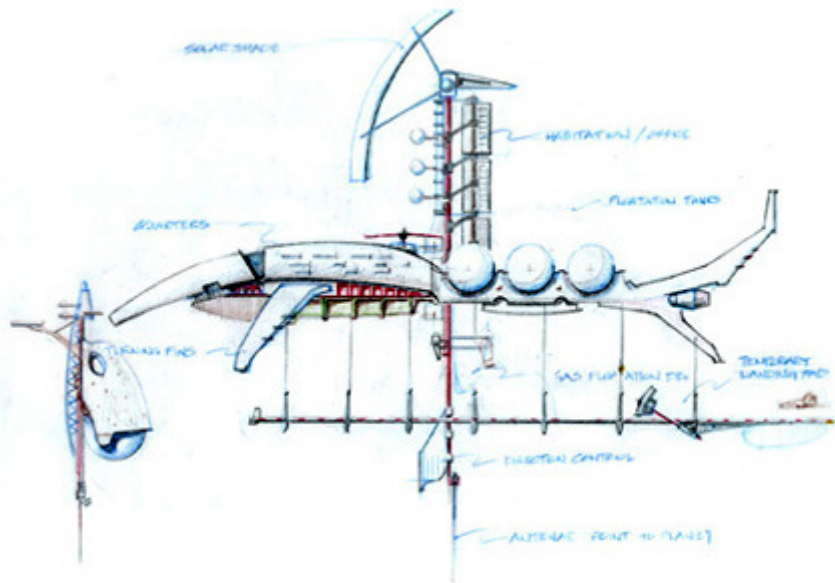
Concept environment for Hotwheels world race by Mattel Interactive. Our concept was to have a racing game set in futuristic environments around the world. This game was never published (at the time), however possibly inspired a similar 3d movie produced by Mattel in 2003.

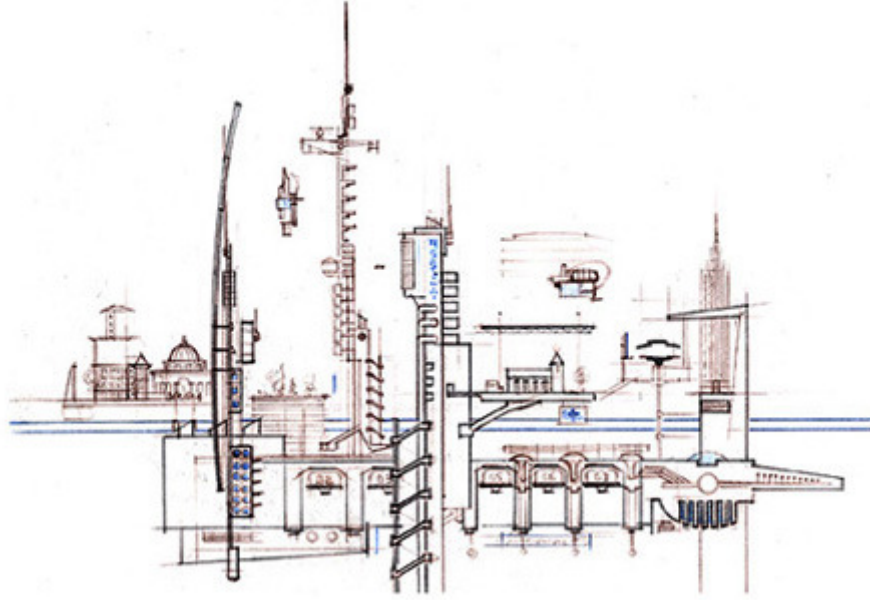




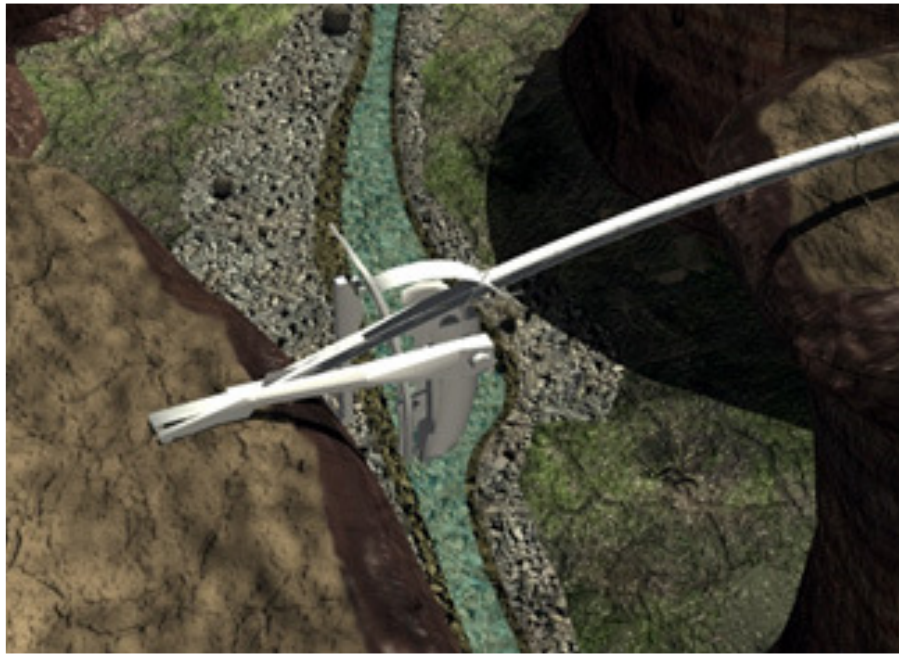


Hotwheels World Race – San Francisco 1999





Robo Tech City – San Francisco CA 2000





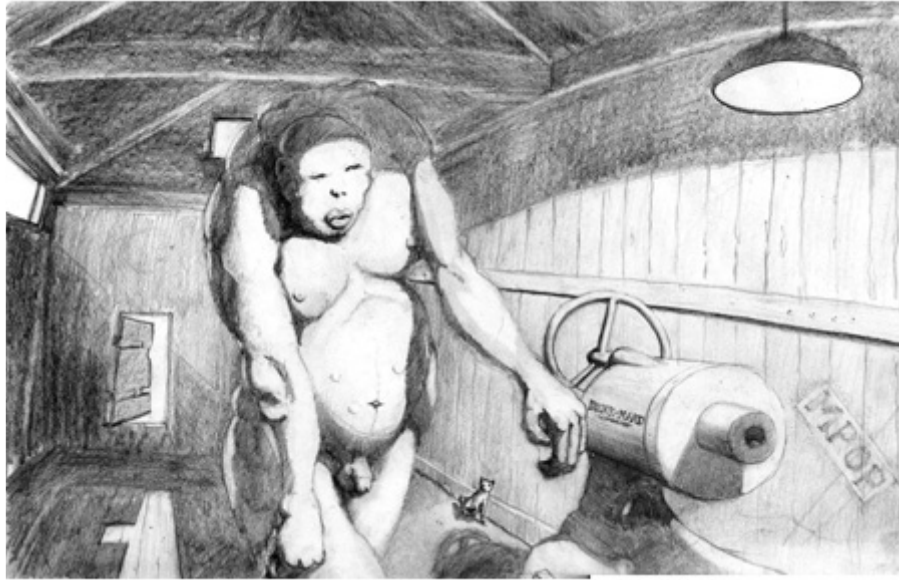
. Environment Test for Interview, Lightwave - AUSTIN, TX, USA

The white architectural folly was part of a series of concept sketches for a climber like architecture

Environment concept created as part of application to Bungie Team (HALO), while working for Microsoft in Austin, TX. Modeled and textured in Lightwave. I did not get the job :(



Oil on canvas - Berlin, 1993

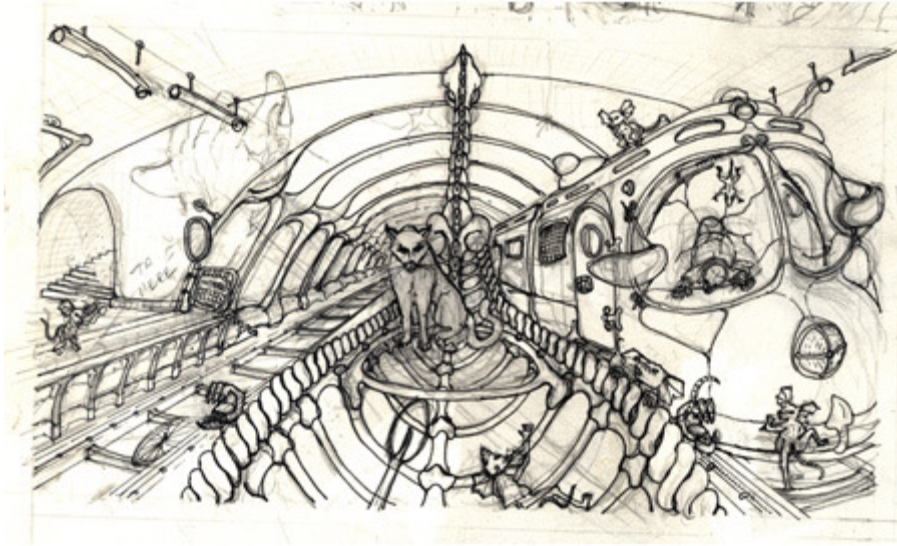


"Bobo" - Pencil on Paper – Seattle 2008

M U T A N T P R O P H E C Y



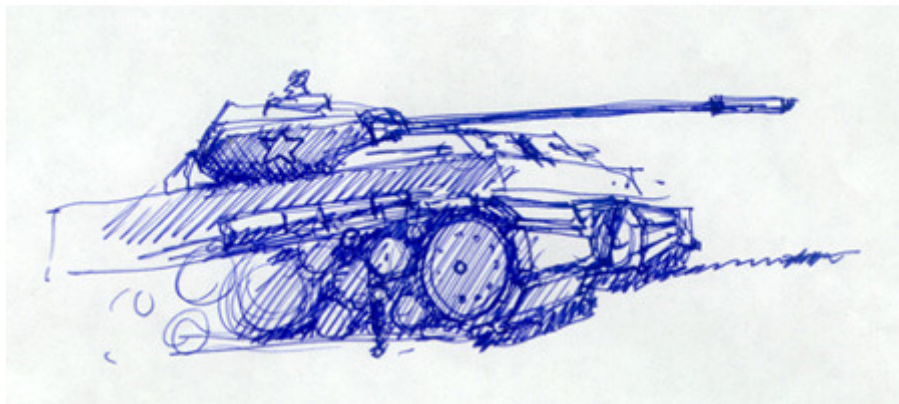
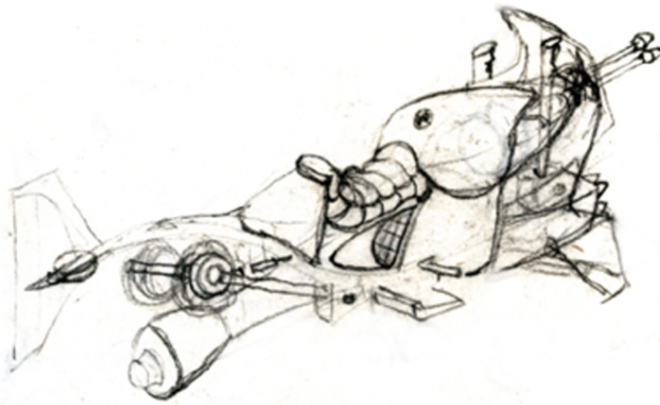
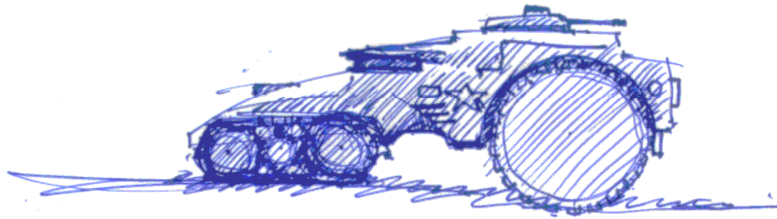
Guache and Pencil Crayon on Paper - Paris, 1995



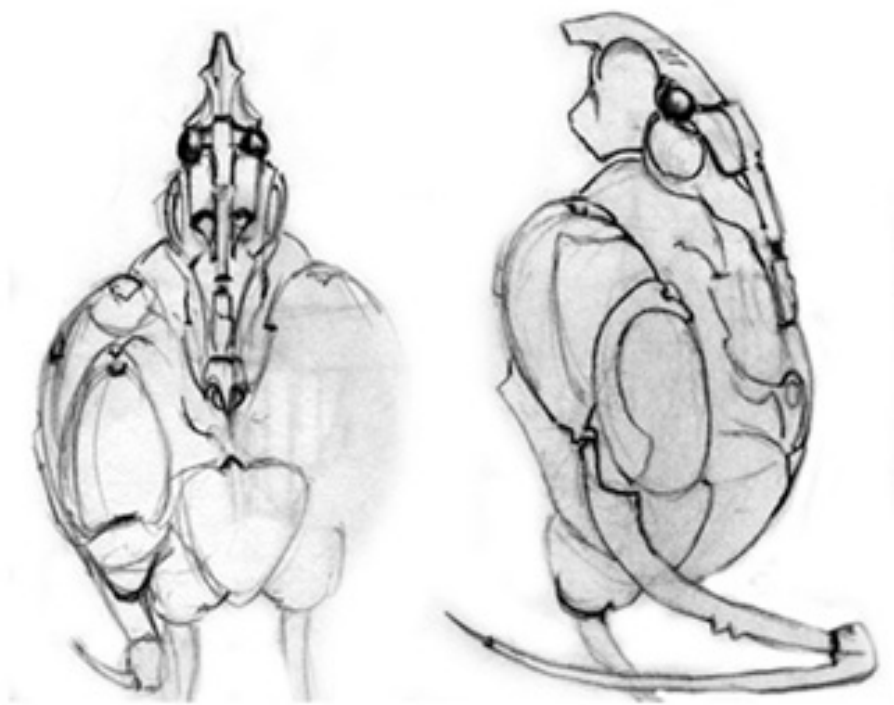
Ink on Paper - Paris, France 1995



Background for Alien Lift Animation. Pen on paper – Toronto 1998



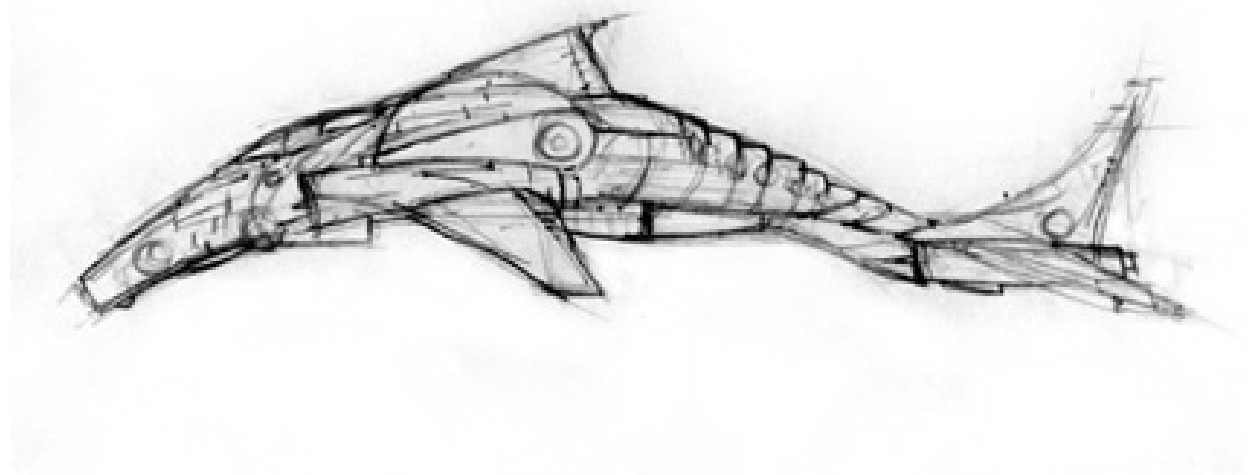
Tank Sketch 1999



Character sketch - Austin 2001







Freelancer Ship Sketch Austin - 2001



Female Sketch for Hotwheels - San Francisco 2000



Sketch for Ant Animation - San Francisco 2000



Random Character Sketch - San Francisco 2000



Animation Concept sketch - San Francisco 2000



Girl with Attitude - San Francisco 2000





LIFE DRAWING Pencil on Newsprint - San Francisco, USA – 1999





2 MINUTE LIFE DRAWING Pencil on Newsprint - San Francisco, USA -
1999



LIFE DRAWING Pencil on Paper - Glasgow School of Art - Glasgow, Scotland - 1993