

Susan Ishida

Reel Breakdown

Conceptual: Character, Set, Prop Design

Santa vs. the Snowman 3D IMAX

All set & prop designs shown

All set & prop models shown

All textures shown

Character design: "Mousie"

Character models: "Santa", "Snowman", "Mousie"

Tech TV / Eye Drops Interstitial

Concept, boards, all models shown, all design elements (excluding Tech TV logos)

Wonderlens *presents*: Aquarium of the Aliens

All character designs shown: "Poly-256", "Battle Slugs", "Sentry", "Medusan Shutterbugs", "Fungila Monsters", "Castellar Knight"

All set & prop designs shown

All character models and textures shown

Sweet Tooth: a Halloween Special

Character design: "Dr. Gravenstein"

Character model, rigging, textures and animation

Adventures in Wonderlens: preschool test episode

Character design: "Cloud Zookeeper", "Luna", "Besmou", "Button", "Spitspot"

All set & prop designs shown

All character models and textures shown

All set & prop models shown

Around the World on Christmas Eve

All character designs shown: "Santa", "South, East & West" (penguins)

All set & prop designs shown

All character models and textures shown

All set & prop models shown

Models: Character, Set & Prop Models, Textures, Rigging, Animation & Shading

Jimmy Neutron: Boy Genius (Nickelodeon, Paramount, DNA Productions)

Development of 3D look, based on 2D designs from show's creator

Character models: Jimmy Neutron, Hugh & Judy Neutron

This film was nominated for an Academy Award

Casper: A Spirited Beginning (Fox, Universal)

Development of new 3D look for Casper & Ghostly Trio, based on 2D art provided by Harvey Entertainment and ILM

Character models: “Casper”, “Ghostly Trio”, “Kibosh”, “Snivel” (Snivel not shown here)

The Silver Surfer (Fox, Marvel)

Development of 3D / Cel Shader Look for the character “Galactus” and environments

Character model, textures, shading, rigging and animation: “Galactus”

Environment and FX models, textures, shading, rigging and animation (all shown)

This episode was nominated for an Annie Award

Xyber9 (Fox, Bandai)

Development of 3D / Cel Shader Look for all characters

Character models, textures, shading, rigging and animation : “Akira”, “Anaconda”, (also Jack, Mick, Renard, Rosalind, Tunnel Runners – not shown here)

Model, textures & rigging for “Hunter Claw” vehicle

Model, textures & rigging for “C.L.O.D.” robot