



KENNEDY KAN

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01 - 2019 "Legacies Season 1" Episode 9 TV series - Prop Modeling

I was responsible for the Devil wings modeling that appeared in the TV show "Legacies" episode 9. Topology was the biggest challenge while we working on the wing.

Unfortunately, front and the back side of the wing have different structure, which means we cannot just duplicate one side to the other for save some time.

We were able to completed this task in one day.



02 - 2018 "Us" Movie - Character Modeling

I was working on one of the characters - Tyler Becca(Cali Sheldon) full body in the film "US".

We were using 3D scanning datas this time to help define details of the character while working on Tyler's sculpt.

The character was able to completed in one day.



03 - 2019 "Fear The Walking Dead Season 5" TV series - Zombie Prop Modeling

I was responsible for three zombie heads and four weapon props - Morgan's Knife, June's Winchester, Derringer and John Dorie's Ruger in the AMC TV show "Fear The Walking Dead".

Each head were completed in one day for modeling and re-topology.



04 - 2018 Nike's "Paul George 3" Commercial - Shoe Modeling

Nike's PG3 is a collaboration project that I worked with two of the other modelers in my team.

I was responsible for the shoe body and tongue modeling while creating the sculpt.



05 - 2019 Planter's Nuts Commercial - Nuts Modeling

I was working on 20 kinds of nuts sculpts during the project.

Every nuts was spent around 15 minutes to completed from modeling to topology for texturing.