

Jared Fry

402 - 237 East 4th Ave.
Vancouver, B.C.
Canada V5T 4R4
604.318.1933
jared@frygallery.com
www.jared.frygallery.com

Shot list:

Bullworth class photo

Various characters created for Rockstar Games *Bully* on the PS2

Bully Jocks

Built geo, 4bit textures, weighting and facial target shapes

Bully nerds

Built geo, 4bit textures, weighting and facial target shapes

Bully Students winter

Built geo, 4bit textures, weighting and facial target shapes

Hatsumi Sensei

ZBrush work in progress sculpt

Life drawing

Pencil

Mariachi Samurai

Oil based clay sculpture. This was my project in a sculpting class taught by Jonathan Paine. The character is Jose Lopez's *Mariachi Samurai*.

MI Lineup

Character line up of the characters built for Pixar/THQ/Radical Entertainment *Monsters Inc. Dodge Ball* game for the Nintendo Game Cube. I built, textured and weighted 90% of the characters.

MP3 Title

Title font for Rockstar Games *Max Payne 3* game
Photoshop

MP301

Promotional screen shot of *Max Payne 3* to be released by Rockstar Games. My contribution to this image was the building of the main character and the art direction.

MP302

Promotional screen shot of *Max Payne 3* to be released by Rockstar Games. My contribution to this image was the building of the main character and the art direction.

MP303

Promotional screen shot of *Max Payne 3* to be released by Rockstar Games. My contribution to this image was the building of the main character and the art direction.

MP304

Promotional screen shot of *Max Payne 3* to be released by Rockstar Games. My contribution to this image was the building of the main character and the art direction.

MP305

Promotional screen shot of *Max Payne 3* to be released by Rockstar Games. My contribution to this image was the building of the main character and the art direction.

MP306

Promotional screen shot of *Max Payne 3* to be released by Rockstar Games. My contribution to this image was the building of the main character and the art direction.

SimpsonsHitAndRun

Cut scene characters for Radical Entertainments *Simpsons Hit and Run* game for the PS2. I built, textured, rigged and set up them up with blend shapes.

Skull

Drawn from reference model

Spidy

Photoshop painting

Spidy sculpt

Sculpey and acrylic

Tammy

Work in progress

Sculpey

Tony Suit

Game model of Tony Montana for Radical Entertainment's *Scarface*