1006 Mclynn Ave
Atlanta GA, 30306
Tel: 818.325.9803
jon@jbalcome.com
www.jbalcome.com

j.balcome
C G   S U P E R V I S O R   &   A R T I S T

Demo Reel Breakdown

1. League Of Legends, Harrowing : Lighting / Texturing / Look Development *(VRay, Mari, Maya)*
   • Primary lighting artist for entire ship sequence.
   • Textured and completed look development for decorative skulls. (Lighting - Ian Ruhfass)

2. Halo 5 Trailer : Lighting / Texture Artist / Look Development *(VRay, Mari, Maya)*
   • Environment and character lighting for shots.
   • Completed look development and texturing for bomb.

3. Samsung, Galaxy 11 : Lighting *(Arnold, Maya)*
   • Lighting for shots using Arnold.

4. Marvel Daredevil, Netflix Title Sequence : Lighting / Look Development *(VRay, Maya)*
   • Created lighting and look development for each particular shot.
   • *****This title sequence was nominated for an **Emmy** in the category of "***Best Show Titles of 2015***"

5. League of Legends : Lighting Artist *(VRay, Maya)*
   • Character and environment lighting for shots.

6. Ford Fusion : Texturing / Modeling *(Arnold, Mari, Maya)*
   • Modeling and texturing for plane.

7. Chevy Cruz : Lighting /Texturing / Modeling / Layout *(Arnold, Mari, Maya)*
   • Designed layout of the city and how the grid would animate per shot.
   • Lit and textured city and roads.

8. Free Range, Reebok : Lighting / Texturing *(VRay, Mari, Maya)*
   • Primary lighting artist for barn sequence.
   • Painted feather map for chicken and did look development for all set extension chicken cages.

9. The Origins of Ilvermorny, Warner Bros. : Lighting / Texturing *(VRay, Mari, Maya)*
   • Look development, texture and lighting artist for castle shot.
   • Character and environment lighting artist for remaining shots.