

Demo Reel Breakdown - Environments

1. Chevy Cruz (Ad): Lighting, Texturing, Modeling (*Arnold, Mari, Maya*)

- Overall planning of city layout.
- Modeling, look development, animation and lighting of city.

2. They Cloned Tyrone (Film) : Full show CG Supervision (*VRay, Maya, Substance Painter, Golaem*)

- Oversaw all CG asset creation and implementation for show.
- Specific Challenges: Large environment set extension shots for clone room. We had to match a practical set to cut into other shots while also building on to it to extend the camera beyond what was shot.

1. Pepsi - Beyonce (Ad): Lighting, Texturing, Modeling (*Arnold, Mari, Maya*)

- Recreate fully CG environment to closely match a practical so it could be used for the background and reflections in the exploding mirrors.

3. The Out-Laws (Film) : Full show CG Supervision (*VRay, Maya, Substance Painter*)

- Oversaw all CG asset creation and implementation for show.
- Specific Challenges: Cemetery set extensions required a acute attention to detail. The only thing that was practically shot was the truck and police cars driving through a grassy field with several foam tombstones in it for interaction.
- A CG wall had to be made for the car to crash through for interaction and extension of the practical.
- The entire cemetery and tree line had to be made which included tombstones, grass, tree lines and brick wall.
- FX sims were done for money coming from the back of the truck, exploding tombstones, bouquets, and general dust and debris.

5. Hillbilly Elegy (Film) : Full show CG Supervision (*VRay, Maya, Substance Painter, Golaem*)

- Oversaw all CG asset creation and implementation for show.
- Specific Challenges: Large environment set extension shots. A large amount of assets had to be brought into the shots along with animated vehicles and Golaem crowd simulations.

6. Pirates of the Caribbean Promo (Ad) : Lighting, Texturing, Look Development (*VRay, Mari, Maya*)

- Texturing and shading for walls.
- Set dressing and placement for plants and rocks.
- Overall final lighting

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7. Star trek Discovery (Episodic) : Episode 409 CG Supervision *(VRay, Maya, Substance Painter)*

- Oversaw and created 2.5D matte painting setup for full environment.
- Oversaw the ingesting of assets, shading conversions and pipeline implementation for ships.
- Oversaw animation, lighting and rendering of all ships' shots.
- Specific Challenges: Space fog environments were partially done as volume grids and cards to be used in Nuke as 2.5D elements. Discovering what was the proper mix of cards and what needed to be rendered was a back and forth process but ultimately paid off in the end with render times and adjustments being able to be made in comp.

8. Halo 5 Trailer (Ad) : Lighting/Texture Artist *(VRay, Mari)*

- Rendered and lit entire environment.
- Texturing and Lookdev for bomb.

9. BMW (Ad) : Texture/Shader Artist *(Mari, VRay)*

- Created the texture maps and shaders needed for the background environment (minus the turbine) using Mari and VRay.

10. Rocket Mortgage (Ad) : Lighting, Texturing, Modeling *(VRay, Mari, Maya)*

- Overall environment modeling and layout.
- All texturing and lighting for environment and rocket.

11. Gatorade (Ad) : Lighting, Texturing, Modeling *(VRay, Mari, Maya)*

- Overall environment modeling and layout of court.
- Specific Challenges: The practical shoot was done in front of a hockey rink which had to be replaced with a basketball court.

12. Westin (Ad) : Lighting, Texturing, Modeling *(VRay, Mari, Maya)*

- Overall planning of city layout.
- Modeling, look development and lighting of city.