

Shot 01 – Spider

Modeled, UV, Rigged, Weighted, Lit in Maya. Rendered and shaded geometry in Mental Ray with all custom painted color and luminance maps done in Adobe Photoshop to control almost every attribute in the SubSurface Simple Shader. Fur rendered with Renderman for Maya containing all custom fur attribute maps again painted in Photoshop and mapped in. All render layers set up manually in Maya in a single file before splitting the file into two separate renderers for the farm in order to optimize the file structure. All layers including adjustable RGB light mattes allowed for quick compositing and color correction in Shake to match original handheld background plate shot on the HVX200. Tracked in Boujou and exported to Maya. All conceptual and visual work completed by Travis Button with animation work completed by Mason Gardner. Project Completion: 10 weeks

Shot 02 – Calle 13 – “No Hay Nadie Como Tu”

Was responsible for initial footage cleanup due to super 16mm scanned film. Assisted in multiple post production aspects including footage cleanup, pipeline workflow, keying, compositing, to final render and look development on over one hundred shots for the music video “No Hay Nadie Como Tu” by the Grammy Award winning Calle 13. Project Completion: 2 weeks

Shot 03 – Dart

Modeled, UV/textured, lit in Maya. All elements rendered with Mental Ray using Raytracing. Final composite completed in Shake using multiple shadow, specular, diffuse, reflection, SubSurfaceScattering elements. Lighting done traditionally with spotlight rig setup. Project completion: 2 weeks

Shot 04 – Indoor Environment

Modeled, UV/textured, lit, animated in Maya. All custom textures and maps hand painted in Photoshop. Lit traditionally with all spotlights and rendered with Mental Ray and post production alterations done in Shake. Project completion: 1 week

Shot 05 – Vintage Top

Modeled, textured, lit in Maya with post production done in Shake. All textures hand painted in Photoshop using photographic reference. Shot custom environment reflection map. Lit completely traditional with spotlights using and rendered using Mental Ray and raytracing. Individual assets and RGB light mattes allowed for quick compositing in Shake with optimized adjustments and color correction. Project completion. 1 week

Shot 06 – Ark

Digital Matte Painting consists of photographs personally shot and manipulated together in Photoshop. Large amount of hand painted techniques were also used to achieve the desired aesthetic. Final lighting effects and look development done in Shake. Project completion: 1 week

*All the conceptual, visual, cinematography, and technical work presented has been completed by the artist stated herein unless noted otherwise.