

# Reel Breakdown

wangjungin@gmail.com  
www.junginwang.com



## Overwatch Theatrical Teaser

*Blizzard Entertainment*

Responsible for texturing and shading of molotov bottle, small rocket at the end, graffiti and female character who is helping out an omnic in London street, green incandescence and adjustments on textures for damaged mechanics in Japan, and environment in shots where a girl is getting rescued by Mercy (angel).



## World of Warcraft: The Legion

*Blizzard Entertainment*

Responsible for green incandescence in hair and body of felbats  
Texturing and shading of Infernal (first pass done by Jongha Baik), lanterns, brass stamp, map, ship that gets hit by Infernal, spyglass on the table, letter, and soldiers on the deck



## Overwatch Animated Shorts "Recall," "Alive," "Dragons," and "Hero"

*Blizzard Entertainment*

"RECALL" :

Responsible for texturing and shading of PC desk, bananas, soda cans, peanut butter jar, Talon soldier's gun, environment with telescope, lights in the server, and Reaper's USB. I am also responsible for smaller props on Winston's work table as well as the spacecap that is dangling from the ceiling.

"ALIVE" :

Responsible for texturing and shading of some buildings, blonde girl, and limousine

"DRAGONS" :

Responsible for texturing and shading of wooden dragon gate, interior of the temple balcony, feather, as well as fixing textures for props and environments for higher resolution or upon requests from lighting team.

"HERO" :

Responsible for texturing and shading of the grenade.



## Commercial [Ikea and Samsung]

Responsible for texturing IKEA chair, cardboard box, and the chair parts inside.  
Responsible for texturing the main airplane in Samsung commercial



## Prop Turntable

*All aspects*

*Maya (mental ray and RenderMan), Mari, Photoshop, Nuke X*

Turntables of the props including ones in the vintage kitchen to check my textures and see how they react to light. The only lights in the scene are neutral HDRI and one keylight. All of the objects were taken from real life references based on the pictures that I took.