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LIGHTING, COMPOSITING, AND LOOK
DEVELOPMENT

BREAKDOWN SHEET

REMY

I created the entire asset based off internet reference for customer acquisition. Used polygonal and subdiv modeling techniques. Surfacing in photoshop and lighting in Maya / Moonray (Nova proprietary ray tracer).



0:08

Took asset through entire pipeline from design to final render.

BENTLEY

Helped create a material library in Maya. Created a light linking gui to make lighting easier and viewport based. Was the lead lighter and compositor.



0:20

Lighting and compositing done by me. Metal, seat belts, and dash details textured by me.



0:27

Lighting and compositing done by me. Lead on look development for car paints.

GENERIC HANDBAG

Part of customer acquisition package for major retail brands and Luis Vuitton. Lighting done in Maya and Moonray (Nova proprietary ray tracer). Materials setup by me, textures were provided by another artist. Additional stills on web site.



0:31

Lighting done by me. Setup materials (appropriate reflection and diffuse values).

COKE

Part of a client acquisition. The project included multiple stills as well, with integration into an office environment. These stills can be seen on my web site.



0:36

Lighting and compositing done by me.

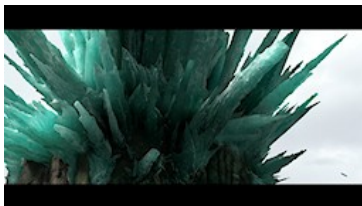
HOW TO TRAIN YOUR DRAGON 2

All shots lit using Dreamworks Animation's proprietary lighting package. Additionally all shots used Nuke for compositing. I setup show and rig templates used to light and composite all shots. I worked with the surfacing department and shading department to help develop the look of the ice on the show.



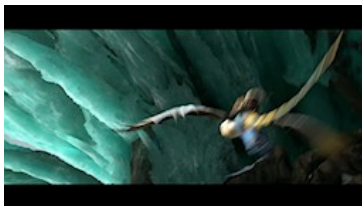
0:00 (teaser shot before title card)

Destruction fracture, smoke, and explosion rendered by FX department. Interactive lighting, environment, character, and ice (including broken pieces) lit and composited by me. Final element integration by me in Nuke.



0:40

Destruction fracture, smoke, and explosion rendered by FX department. Interactive lighting, environment, character, and ice (including broken pieces) lit and composited by me. Final element integration by me in Nuke.



0:43

Destruction fracture, smoke, and explosion rendered by FX department. Interactive lighting, environment, character, and ice (including broken pieces) lit and composited by me. Final element integration by me in Nuke.



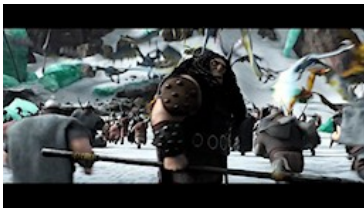
0:47

Destruction falling pieces, smoke, and explosions rendered by FX department. Interactive lighting, environment, characters including crowds, water, boats, and ice (including broken pieces) lit and composited by me. Final element integration by me in Nuke.



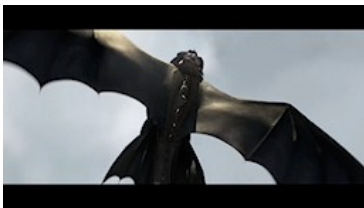
0:53

Smoke simulation provided by FX. I composited and lit all elements including gas.



0:59

All elements lit and composited by me.



1:01

Characters rendered by me. Clouds lit and rendered by FX department. I did final integration in Nuke with optical effects.

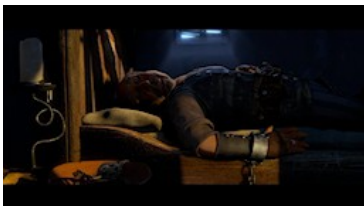


1:05

All elements lit and composited by me. Mist simulation provided by FX department. I lit the mist.

PUSS IN BOOTS

All shots lit using Dreamworks Animation's proprietary lighting package. Additionally all shots used Nuke for compositing. I setup the sequence rig used to light and composite all shots below.



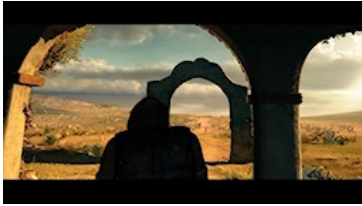
1:09

All elements lit and composited by me.



1:13

All elements lit and composited by me.



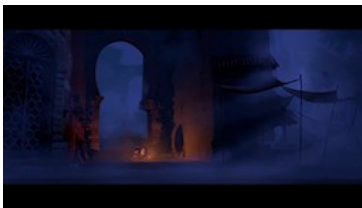
1:17

All elements lit and composited by me. Matte painting sky.



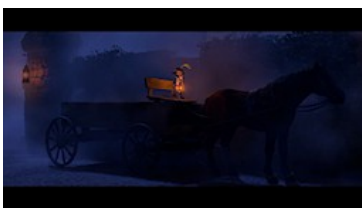
1:23

All elements lit and composited by me. Matte painting sky.



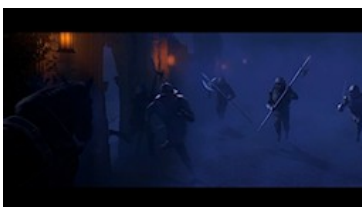
1:25

All elements lit and composited by me. Additionally I created and set dressed the mist volumes.



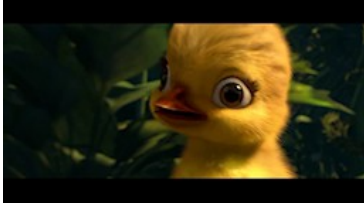
1:28

All elements lit and composited by me. Additionally I created and set dressed the mist volumes.



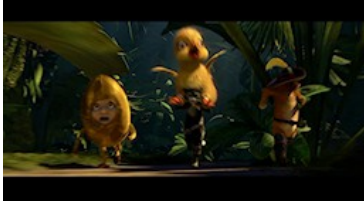
1:30

All elements lit and composited by me. Additionally I created and set dressed the mist volumes.



1:32

All elements lit and composited by me. Worked with surfacing department to establish forest look.



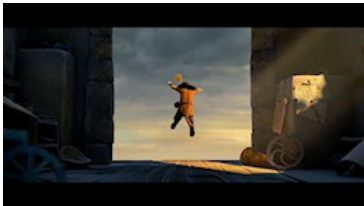
1:34

All elements lit and composited by me. Leaf motion provided by Animation and CFX departments.



1:36

All elements lit and composited by me. Matte painting sky.



1:39

All elements lit and composited by me. Matte painting sky.