

## VFX Film Reel – Shot Breakdown

Responsible for:

### **Blizzard Animated Shorts (2017)**

*All CG shots:* Used Maya, Blizzard's proprietary lighting tools and Redshift GPU Renderer for lighting and rendering, and used Nuke for compositing. Customized sequence lighting rigs per shot for hero character lighting. Worked closely with FX team for best integration of FX heavy and technically challenging shots.

### **The Walk (2015)**

*Live Action Shots:* Used Katana and V-Ray for lighting and rendering of CG wire, Twin Towers, and DMPs of downtown Manhattan. Worked with CG supervisors and used Katana+V-Ray to customize/lookdev materials on close-up hero shots of the wire. Worked with lighting pipeline TD and used Python to create Katana tools/macros for artists to automatically populate their scenes with the correct city blocks and procedural car animations visible in their shot's camera. Helped with creation of sequence lighting templates.

### **Smurfs 2 (2013)**

*Live Action Shots:* Used Katana and Arnold for lighting and rendering of CG Smurfs and props, and used Nuke for compositing into live action plate. Customized sequence lighting rigs per shot for hero character lighting.

*All CG shots:* Used Katana and Arnold for lighting and rendering, and used Nuke for compositing. For all CG environments, broke apart heavy CG scenes into manageable sections in Katana. Used Katana to modify layout of environmental elements, like trees and bushes for best shot composition. Customized sequence lighting rigs per shot for hero character lighting.

Modified existing lookdev materials on misc items such as Smurf clipboard and Haggis' tongue to achieve best look in context of shot. Created new lookdev materials for Smurf's cloth ruler used in one shot.

### **Oz: The Great and Powerful (2013)**

*Live Action Shots:* Used Katana and Arnold for lighting and rendering of CG characters, FX, and other shot elements. Customized sequence lighting rigs for hero lighting per shot. Used Katana to layout fx fog elements into CG environments for best shot composition. Modified existing lookdev materials on CG glowing spider and attacking eyeball plants to achieve best look in context of shot.

### **The Amazing Spider-Man (2012)**

*Live Action Shots:* Used Katana and Arnold for lighting and rendering of CG characters and props, and used Nuke for compositing into live action plate. Customized sequence lighting rigs per shot for hero character lighting. Took early trailer versions of lizard shots done by another artist to final-able state for the film.

*All CG shots:* Used Katana and Arnold for lighting and rendering, and used Nuke for compositing. Modified existing lookdev materials on CG light post, webs, debris, web shooter, and backpack to achieve best look in context of particular shots.

### **Green Lantern (2011)**

*Live Action Shots:* Modified sequence templates developed by comp lead to composite CG elements into live action plate using Nuke but also used Katana and Arnold for lighting and rendering of some CG characters and props.