

Demo Reel Breakdown

#	Title	Tools	Responsibilities
1	Chop Socky Chooks (TV series)	Maya, Mental Ray, Shake	I did the set lighting for these shots. Please ask about my shot lighting and compositing involvement.
2	“3:19” (feature film)	Maya, Zbrush, Mental Ray, PS*, AE*, HDRShop	All modeling, surface detailing, shading, texturing, HDRI creation from provided photographs (of insufficient number of exposures), lighting, rendering and compositing. I received assistance from my supervisor for rigging and some animation.
3	Lemon Film ID	Maya, PS, A Shave and a Haircut	All lighting, rendering (75 render layers in total as demanded) and some generalist tasks
4	Front Porch Horse (student short film)	Maya, PS, AE	Everything, except for the horse shader which used the Velvet Shader 1.0 by S.Ilin as the basis
5	A Choreography (student short film)	Maya, PS, AE	Everything
6	Carnivore (feature film pitch)	Maya, PS	11-camera projection setup to accommodate the constant perspective change, texture cleanup, modeling of the majority of objects in the scene, as well as rendering except for the fog.

* PS = Photoshop, AE = After Effects