

Shot Breakdowns

Maya / Digital Artist Reel

Barn Scene – Modeling, lighting and texturing in Maya and rendered with RenderMan. Composited using After Effects

Farmer Character – Modeled with Zbrush and Maya, lighting and texturing (32bit displacement + normal map) in Maya and rendered with RenderMan. Composited using After Effects

Farmer Head Animation and Model – Key frame animation was done in Maya. Modeled with Zbrush and Maya, rigging, lighting, texturing (32bit displacement + normal map) in Maya and rendered with RenderMan. Composited using After Effects

Car Model – Nurbs modeling, lighting, texturing in Maya and rendered with RenderMan. Composited using After Effects

Hand Model – Modeled in Zbrush and Maya, lighting, texturing (32bit displacement + normal map) in Maya and rendered with RenderMan. Composited using After Effects

Gymnast Animation – Mocap data from personal session with gymnast talent, Shira Beckerman, all facial, hands, and feet are key frame animated. Unknown rig, but texture and lighting in RenderMan. (Maya, Motion Builder, and Renderman) Composited using After Effects

Drawing – Pencil, all created by me (Thanks to the talents as well).

Houdini Artist Reel

Night Clouds in the City – Metaball point instancing for volumetric representation rendered using Mantra. Composited using Nuke. (Modeling, texturing, lighting, and rendered with Houdini)

Candle Flame – Particle system with custom POP VOPs nodes, then converted to metaballs. Custom Vex shader, point instancing lights that are based off of the flame itself. Rendered using Mantra and Composited with Nuke. (Modeling, texturing, lighting, and rendered with Houdini)

Shattered Fender '66 Jaguar – All simulations out of Dops, RBD shattered object and wire objects. (Modeling, texturing, lighting, dynamics, and rendered with Houdini)

Glass of Water Shattered – Using Houdini's new particle fluids then converted to a fluid surface and rendered with PBR (Houdini's Physical Based Render). (Modeling, texturing, lighting, dynamics, and rendered with Houdini)

Dops Net – Digital Asset, that can take any object and create a dynamic net from it. Simulation time can be limited to using Houdini Wire Objects. (Modeling, texturing, lighting, dynamics, and rendered with Houdini)

Particle Fluids Driven Fire – Point velocity from a fluids fire container and attaching that to the particle system. Also converted alternate particle systems to metaball. Point instancing lights that are based off of the flame itself, and smoke sprites. Composited with Nuke. (Modeling, texturing, lighting, and rendered with Houdini)

Bubbles – Cloth Objects manipulated to pop and emit particles. (Model, dynamics made with Houdini) Rendered using Maxwell Render.