

Reel Breakdown

-All projects created using Maya and Photoshop.

Colored Pencils

-Footage shot using a DVX 100. Pencils animated using Maya dynamics. Multi-pass render using Maya and Mental Ray. Realviz Matchmover and Shake also used.

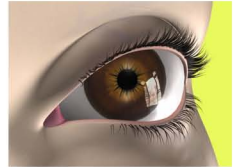


Glass Bottles

-Rendered in a single pass using Maya with post processed depth of field using Shake. Model found on 3drender.com.

Child's Eye

-Single pass render using Maya. Reflection map created from scratch, as the desired location was not available. Reference found on bigstockphoto.com. Model found on 3drender.com.

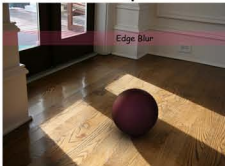


Earring

-Multi-pass render composited in Shake. Used extensive reference photography to recreate outdoor lighting accurately. Rendered using Maya and Mental Ray.

Playdoh

-Multi-pass render composited in Shake. Textures created with a combination of painted UV maps and procedural shaders. Rendered using Maya and Mental Ray.



Rollin'

-Multi-pass render composited in Shake. Rendered using Maya and Mental Ray. Plate provided.