

Demo Reel Breakdown

- CavernousCave** - "Fanboy and ChumChum" Season 2, 2010
custom made LightRig
approached supervisor with "sparkle" concept and was approved
created Fusion macro for overseas to use in comp
created lighting from color script image
variety of lights used
Maya 2008, Maya Software, D-map shadows
- ToothFairy Lair** - "Fanboy and ChumChum" Season 2, 2011
supervisor requested a re-light of CavernousCave for another episode
created lighting to match devils that were already lit and rendered by overseas
Maya 2008, Maya Software, D-map shadows
- PumpkinLair** - "Fanboy and ChumChum" Season 2, 2011
custom made LightRig
created interactive lighting for candy closet curtains
created Fusion macro for overseas to use in comp
created lighting from color script image
variety of lights used
Maya 2008, Maya Software, D-map shadows
- Cellar** - "KungFu Panda, Legends of Awesomeness" Season 1, 2010
custom made LightRig
Open and Closed door presets
variety of lights used
Maya 2009, Mental Ray, Raytrace, IBL/FG
- OwlFenghuang** - "KungFu Panda, Legends of Awesomeness" Season 1, 2010
applied standard Set Rig
created Day, Night, Sunset Presets
Maya 2009, Mental Ray, Raytrace, IBL/FG
- TongFo Lair** - "KungFu Panda, Legends of Awesomeness" Season 1, 2010
applied standard Set Rig
created Day, Night, Sunset Presets
Maya 2009, Mental Ray, Raytrace, IBL/FG
- Shawna** - "Penguins of Madagascar" Season 2, 2010
applied a standard Character Rig
created Day, Night, Sunset Presets
Maya 2009, Mental Ray, Raytrace
- Clemson** - "Penguins of Madagascar" Season 2, 2010
applied a standard Character Rig
created Day, Night, Sunset Presets
Maya 2009, Mental Ray, Raytrace
- Professor Qutiepie** - "Penguins of Madagascar" Season 2, 2010
applied a standard Character Rig
created Day, Night, Sunset Presets
Maya 2009, Mental Ray, Raytrace
- Cecil & Brick** - "Penguins of Madagascar" Season 2, 2010
applied a standard Character Rig
created Day, Night, Sunset & Sewer Presets
Maya 2009, Mental Ray, Raytrace