## Demo Reel Breakdown

Logo Particles and Dynamics (Fall 2011) Solo Project – Houdini and Mantra

System developed to accommodate any object. No compositing was used – all in-camera effects. Using POP and DOP artistically controlled systems.

Pill Case (Winter 2011 – Re-render Winter 2012) Solo Project – Maya, Maya Software, Mental Ray, Nuke

Multi-pass rendering for match-to-live subject matter, compositing and final corrections done in Nuke, top surface of the pill case is displaced, not modeled.
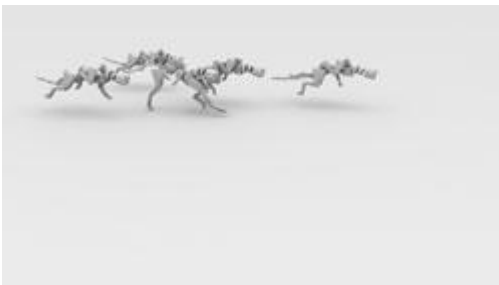
Cheetah Rig (Fall 2010 – Re-render Winter 2011) Solo Project – Houdini, Mantra

All animation is created through manipulation of CHOP curves, models and shapes are created procedurally, lighting is simple Ambient Occlusion light.

Eastern State Penitentiary (Winter 2012) Solo Project – Houdini, Mantra, Python, Nuke

Procedural modeling tool built for penitentiary with controls for full customization. Built various Python scripts to help with modeling.

Houdini Procedural Lighting Tool (Winter 2012) Solo Project – Houdini, Python

Built to meet needs of previous project. Allows for full control of instanced light. Numerous Python scripts developed to allow control. See website for full breakdown.

Mood Lighting (Winter 2011 – Re-render Winter 2012) Solo Project – Maya, Mental Ray, Nuke, Python

Final Gather lighting, Python script to help reduce render times of render and eliminate constant recalculating FGMap, minor post work in Nuke.

Final Gather File Sequence (Winter 2011 - ongoing) Solo Project – Python, Maya, Windows/Linux Terminal

Scripts that allow Maya to render with a file sequence of final gather maps. Used if as FG values are animated main light source. Reduce render times by 8%. See website for more details.