

## Demo Reel Breakdown

Run Time: 3½ Minutes

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**Cloudy with a Chance of Meatballs:** Multiple Shots Shown

**Title:** 3D Stereoscopic Lighting/Compositing Artist

**Description:** Responsible for 2D lighting and compositing, and specializing in 3D stereoscopic artistic processes. Set up offset (right eye) renders, re-lighting of left or right eye to match values for continuity, extensive rotoscope work on both right and left eye renders. Depth of field adjustments and lens flare work for 2D and 3D versions of the film.

**Software Used:** Maya, Shake and Sony Proprietary

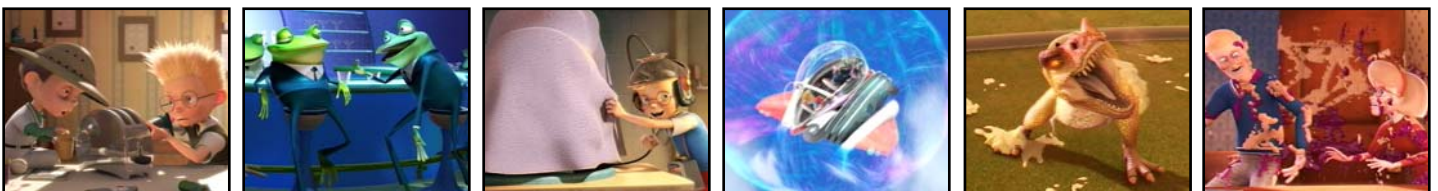


**Bolt:** Multiple Shots Shown

**Title:** Assistant Technical Director - Layout/Layout Final

**Description:** Responsible for the stereoscopic/floating window adjustments and debugging, shot prop/environment, character and background character walk cycle population, background vehicle animation cycle, camera move and shake, train animation/speed, set dressing/removal, and ambient lighting pass. Completed for approval in continuity, out of Layout department.

**Software Used:** Maya, Stereoscopic and Disney Proprietary



**Meet the Robinsons:** Multiple Shots Shown

**Title:** Assistant Technical Director - Animation and Lighting/Compositing

**Description:** Responsible for ambient/reflection occlusion, fixed technical pipeline and interpenetration issues, general lighting adjustments, 2K render and stereoscopic work. Key lighting and volume adjustments on peanut butter and jelly shots. Fixed cloth simulation interpenetration issues on memory scanner reveal shot. Particle efx frequency and volume. Key lighting adjustments to characters and background on some of the shots. Major lighting and tech adjustments on pizza dough efx for the dinosaur shots.

**Software Used:** Maya, Shake, Stereoscopic and Disney Proprietary



**Chicken Little:** Multiple Shots Shown

**Title:** Assistant Technical Director - Lighting/Compositing

**Description:** Responsible for ambient/reflection occlusion, lighting and particle efx adjustments, animated lens flares, 2K render, fixed technical pipeline and art direction issues. There were major issues due to the interaction of feathers and the bed for the Chicken Little and his Dad on the bed shot.

**Software Used:** Maya, Shake, and Disney Proprietary