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REEL BREAKDOWN

“Chair” [2 Wks] Jessie Amadio (CG & Compositing) Jacob Fradkin (Animator)

Created HDRI light probe and lit scene with Mantra’s Photo-Based Rendering. Shaded chair in Houdini with VOPs. Composited multipass renders in Nuke. Modeled and rigged chair in Houdini.

“Paint” [4 Wks] Individual Project

Created HDRI light probe and lit scene with Mantra’s Photo-Based Rendering. Composited multipass renders in Nuke and added camera move via projection. Modeled objects in Maya, shaded in Houdini with VOPs.

“Blackberry Tour” 3am Design (Toronto, ON) [Client: RIM]

Lit device in Mental Ray and adjusted material parameters for best look. Animated camera movement and managed the rendering of 3D elements.

“Paper” [5 Wks] Jessie Amadio (Lead Compositor) Brian Burke (Lead FX) Chad Porche (Generalist)

Lit paper with RGB lighting setup in Houdini and rendered in Mantra. Pulled blue screen key and composited 3D elements in six of eleven shots with Nuke. Corrected lens distortion and solved 3D cameras with PFTrack. Rigged and animated 3D plants with bones and CHOPs.

“Meter” [2 Wks] Individual Project

Lit and composited coins with Mental Ray and Nuke. Painted out meter and extended background plate in Photoshop. Modeled proxy geometry and added camera move via projection in Maya.

“Dangle” [4 Wks] Individual Project

Projected photograph onto 3D geometry within Nuke to create camera move. Integrated video footage of cars and removed logo from t-shirt. Rotoscoped articulated matte shape. Warp deformed lamp for secondary motion.

“Paint Fix” [1 Wk] Paint Artist [Client: Andrea Gilletti]

Removed reflected camera logo from actor’s face using combination of tracked cleanplates and frame-by-frame painting.

SOFTWARE Houdini (Mantra) - Maya (Mental Ray) - Nuke - Photoshop - PFTrack