

## Demo Reel Breakdown Sheet



***The Call of the Wild*** – Variety of CG elements integrated into live action plates, as well as full CG shots. Hero characters consisted of dogs with fur, other characters in forms of crowds. Environments of snow covered mountains, forests, rivers, and grass fields. FX elements of snow, dirt, water, grass, and smoke. Responsible for stitching and grading HDRIs, creating light rigs, and adjusting lighting and setups from shot to shot as needed, creating render passes. Performed render tests and optimizations for better render times and cleaner images on fur covered characters. Adjusting lookdev on FX and any other asset that needs tweaking for better integration, as well as troubleshooting any technical issues that arise. Responsible for creating setup of render passes and comp IDs for a specific element to pass onto fellow lighting team members to be used across several sequences and shots. Tools used: Katana, RenderMan, Nuke.



***Detective Pikachu*** – Integrating CG elements with live action plates. Variety of types of characters, most with fur or feathers. Hero characters and crowds. Set extensions or background replacements with CG Ryme City, covered with hundreds of unique neon billboards. Responsible for developing methods of creating reflections in skyscraper windows in optimized ways, splitting large city environment made up of hundreds of buildings into optimized groups for tracing and rendering, splitting large crowds into several passes for better render times. Tools used: Katana, RenderMan, Nuke.

