

Break Down Sheet



Vampire Diaries Season 3, Episode 7, 0110

I was responsible for: mesh tracking for vampires getting hit with light, and creating their flesh burns; tracking the portion of skin that gets hit with light; creating a red burn that contours to the movement of the skin. The skin emits smoke only in the parts that have been hit with light. I used Maya Live with in-house proprietary tools



Vampire Diaries Season 3, Episode 7, 0111

In this scene I was responsible for mesh tracking for vampires getting hit with light, and creating their flesh burns; tracking the portion of skin that gets hit with light; creating a red burn that contours to the movement of the skin. I tracked it so that the FX Department had an accurate emitter for the source of the smoke. I used Maya Live with in-house proprietary tools.



Vampire Diaries Seasons 3, Episode 4

I was responsible for: mesh tracking for physical features, such as veins that grow and pulse under the actors' eyes and texturing to test the tracking. I used Maya Live with in-house proprietary tools.



Vampire Diaries Season 3, Episode 7

I was responsible for: mesh tracking a vampire wounded by a pole thrust into him; creating hands that smoke when the vampire tries to pull out the extremely hot pole from his body; mesh tracking so the proper part of the skin emits smoke. The smoke goes off frame when the smoke stops. I used Maya Live with in-house proprietary tools.



Robie House Living Room

This piece started out as an Illustrator file. It combines my love of architecture with my love of 3D. I tried to be as true as possible to reference illustration and the plans. I was responsible for the modeling of the architecture and everything else in the room except the couch on the left side. In this piece, I did the texturing, modeling, lighting, and compositing. I used Maya and V-Ray 2.0. Compositing was done in Nuke.



Tuscany

The objective of this project was to work more extensively with V-Ray and use the physical sun and sky system. I used sun setting reference to get the overall mood. The model was originally an open source model for Cinema 4D for V-Ray. I used FBX to bring it into Maya. Another objective of this project was to understand the different methods of GI. After tests and research, I settled on Iridescence cache and Brute Force for the secondary. After this was rendered, I used Nuke 3D to project the sky behind the buildings.



Motel Blow Up

This was a group project. I did the architectural modeling of the motel and other random things found in the scene. This was completed in Maya. I also photographed and compiled the HDRI.