DavidDuVoisin

Lighting Technical Artist

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Personal Project - *Sunbeam Tiger*

Responsible for all aspects

I modeled this car in Maya using NURBS and Polygons. All shading was done in RenderMan for Maya 19 using the LM shader system. The shot was lit and rendered using the PathTracer Integrator. There are some textures painted in Photoshop. The shot was composited in NukeX with motion blur, chromatic aberration, and DOF done in post.

Personal Project - *Robot*

Responsible for all aspects except Modeling

This was the first CG/Live Action integration I tried on my own. I started by shooting the plate on an HD Camcorder and the HDRI on my DSLR. I tracked the plate in PFTrack using both auto and manual tracking. I stitched the HDRI in PTGui. The model is provided by Juan Carlos Silva and I unwrapped it and textured it in Substance Painter. I wrote a script to setup the shaders in VRay and tuned the shaders, then rendered it on Rebusfarm and composited it in NukeX using RSMB for motion blur.

Personal Project - *Teapot*

Responsible for all aspects except Modeling and HDRI

I did this project over a few days to learn some of the new features of RenderMan 20. (Unfortunately the De-Noise function wasn't as cool as I hoped for, so I did that in post). The models are from various school productions I've worked on and the HDRI is from the sIBL Archive. Most shading/texturing is procedural with some textures from texture packs. I also did the chromatic aberration in NukeX rather than doing it in-render using the new RenderMan Physical Camera.

Personal Project - *Windowsill*

Responsible for all aspects except Modeling

I did this project in ~3 days because I needed to learn more about VRay. The models are from various lighting challenges (provided by Dan Wade and Clint Rodriguez). Texturing is done 100% procedurally with the exception of the leaf and window. Shading, Lighting, and Rendering is done in VRay for Maya using Physical Sun and Sky with Irradiance Map and Light Cache for GI. All compositing was done in Nuke including DOF and matte elements (tree and mountain range images from CGTextures.com).

Production Shot - *Drawn Home*

Responsible for R&D, Lighting, Rendering, and Compositing

This shot is a from a student short film I worked on called *Drawn Home*. I worked on this project as an Environment and Lighting Lead working primarily to build light rigs, light shots, and optimize renders. I also wrote scripts to help the production, and did R&D on various systems. One example is the hair, which I developed as a Paint Effects hair system driven by a system of hand-animated joints built by the Character TD.

Production Shot - *Trouble Brewing*

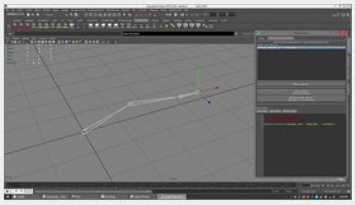
Responsible for Lighting, Rendering, Compositing

This shot is from a student short film called *Trouble Brewing*. For this project I started working as a Tool Developer. I worked with the Pipeline TD to maintain and add features to his main Pipeline Tool (TASC). Once lighting got started I moved to Lighting and Rendering in VRay. This project also involved rendering large fur systems which were created in Shave and a Haircut. Compositing done in Nuke using RSMB for motion blur.

Python Tool - *ShotManager*

A UI for managing production data for multiple productions

When I joined *Trouble Brewing* I helped maintain and extend the main pipeline tool called TASC (Written in PyMEL). The animators would go into a Python dictionary file to edit the data for their shots. This caused issues when they didn't get the correct syntax. I built this tool in Python and PyQT for the Animators to edit their shots. It stores the data in JSON files, and makes iterations when saving so we can roll back if needed.



Maya Python Tool - *RiggingToolbox*

A modular rigging tool written in PyMEL with four others

While working on *Trouble Brewing* and taking an Intro to Rigging class our Pipeline TD asked me if I was interested in working on an autorig he was building in his spare time. We teamed up with a few students to build this. I have been responsible for some of the lower level functions, including the error checking function, and the custom output editor so that you can save the commands out and call them back later for easy autorig setups.