Nellie Robinson

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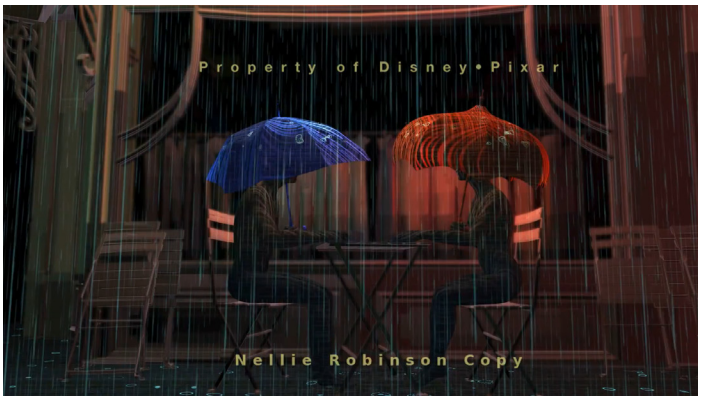
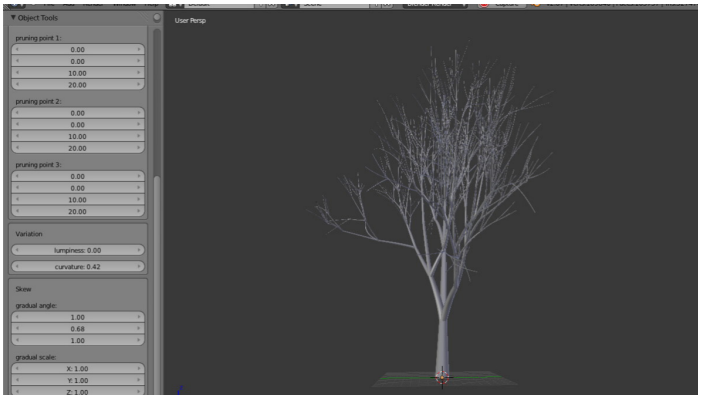
Demo Reel: http://narobins.github.io

Breakdown



1. Variation on The Blue Umbrella
Responsible for Shading, Lighting, and Compositing
RSL, Katana, Nuke

For my final project in the Pixar Undergraduate Program, I took a scene from Pixar's photorealistic short film The Blue Umbrella and shaded, lit, and composited a non-photorealistic version. Starting with animated geometry that had no shading or lighting, I wrote surface, displacement, and light shaders in RSL, rendered them with Renderman, and composited them together in Nuke. The animated rain was done entirely in shaders, projected on geometry and on a full-screen plane I added in front of the camera.



2. Tree Generator
Responsible for All Aspects
Python

Personal project. Wrote a tree generator addon for Blender with interface to adjust parameters.

3. Tree Experiments
Responsible for All Aspects
Blender, Photoshop, Processing, traditional media

Personal project. These images are part of a longer series of experiments with my tree generator, in which I used Photoshop to composite rendered stills with mixed media including digital painting, Processing graphics, and ink.

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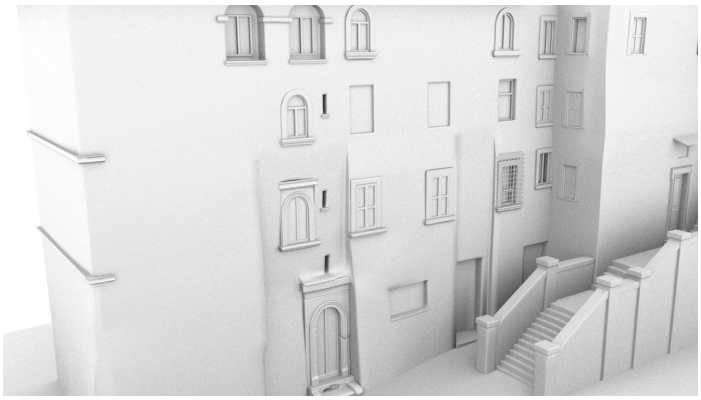
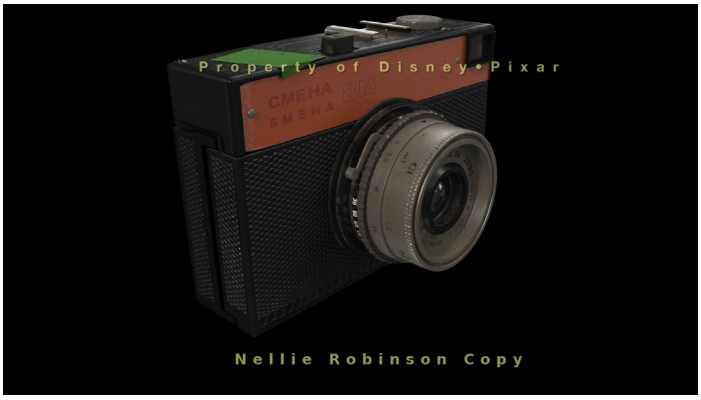


4. Roman Stairs
Responsible for All Aspects
Maya, Mudbox, Nuke, RSL

Studying in Rome this semester, I love finding unexpected architectural oddities; this particular scene is based off an alley I stumbled across while lost. I modeled it in Maya, and used Nuke to composite together several shader passes as a style test.

5. Venice
Responsible for Modeling and Shading
Maya, Katana

As part of the Pixar Undergraduate Program, all nine of us interns created this four-shot sequence from start to finish in a week. My role in this project was modeling and shading. I modeled sets of architectural element variants so that the other modelers and I could quickly assemble complete buildings, and I shaded the buildings and the bridge.



6. Camera
Responsible for All Aspects
Maya, Katana

Two-week modeling and shading assignment in the Pixar Undergraduate Program. This camera was based on an actual camera I found in a thrift store. It was modeled in Maya, shaded in Katana, and rendered with Renderman.