

REEL BREAKDOWN

01 - Personal project. Stylized cartoon scene

Responsible for all Lighting, shading, compositing, rendering, modeling, and grass fur (except the clouds)

Software used: Maya, Mari, Mental Ray & NUKE

02 - Lighting mood study. Under the supervision of Prof. Ann McNamara and Dreamworks VFX supervisor Dave Walvoord.

Responsible for all Lighting, shading, compositing and few models.

Software used: Maya, Mari, Mental Ray & NUKE

03 - Lighting Key Painted in Photoshop

04 - Personal project. Candle light scene

Responsible for all Lighting, shading, compositing, rendering, & modeling, (except the flame)

Software used: Maya, Mari, Mental Ray & NUKE

05 - Stage Fright: a student group animation project

Responsible for all Lighting, compositing and rendering

Software used: Maya, Renderman, Mental ray and Nuke

06 - JJ (Jumping Jelly) a student group compositing project

Position held: Project Lead. Responsible for animation, layout, lighting, compositing and cinematography.

Software used: Maya, Mari, Mental Ray & NUKE (Full video -> <https://vimeo.com/126803583>)

07 - Summer industry Course project with DreamWorks Animation Studios: (Eye Robot)

A 30-second short animation created in collaboration with DreamWorks Animation at Texas A&M University during the course of 10 weeks over the summer in 2014. full video here -> vimeo.com/105252175

Duties: Lead Layout & Assist on lighting, animation and compositing

Worked as Assist Lead Lighter & Lead Layout artist in a team of six. Each member of the team was expected to touch every area of the pipeline. As a lead layout, I was responsible for setting up cameras for each shot, creating & Directing subsequent storyboards and animatics. Did the set dressing and rough animation for All Previs/ Final Layout shots for the whole animation. As Assist Lighter, I was responsible for lighting shots to match the team's desired result. Personally lit shots 4, 8, 9, and 10 out of a total of 10 shots.

Other responsibilities:

Personally Animated shots 2, 4, 7, 8, and 10 out of a total of 10 shots

Rendered assigned shots and composited All shots for the short animation in NUKE

Modeled Environment assets and UV unwrapped the models including hexagonal rocks.

Software used: Maya, Photoshop, Mental Ray, After Effects & NUKE

- Photography Work