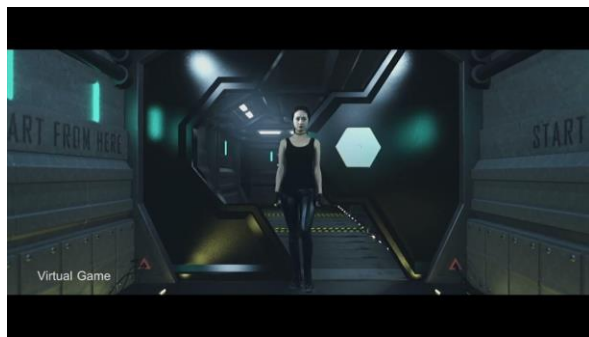# Wenyu Zhang 2017 Showreel - Shot Breakdown

Shot 1~3: Virtual Game
Responsibility: CG scene modeling/texturing/animating/lighting/rendering/compositing
Software Used: Maya/Arnold/Nuke/Quixel/Boujou/Photoshop

Shot 4~5: ACROPHOBIA
Responsibility: keying/tracking/compositing
Software Used: Nuke

Shot 6: Virtual Game
Responsibility: CG scene modeling/texturing/animating/lighting/rendering/compositing
Software Used: Maya/Arnold/Nuke/Quixel/Photoshop

Shot 7: ACROPHOBIA
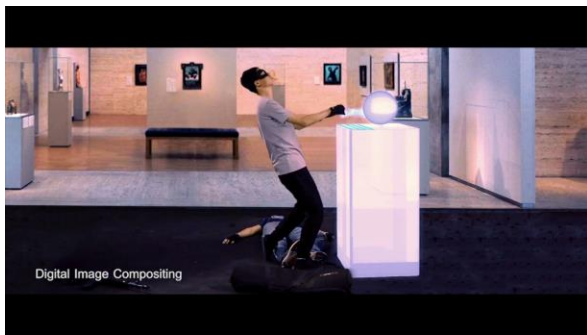**Responsibility:** keying/tracking/compositing
Software Used: Nuke/Photoshop

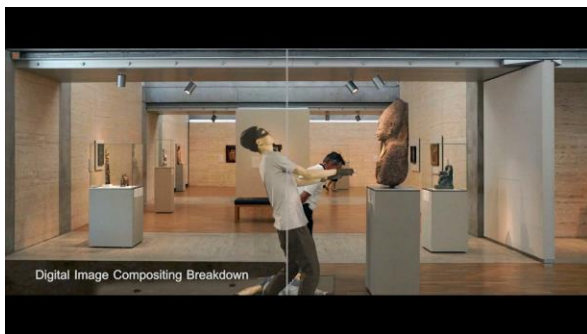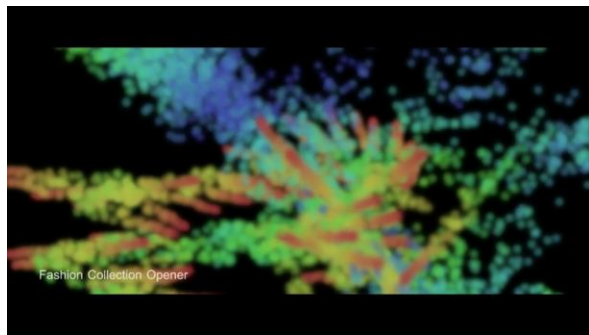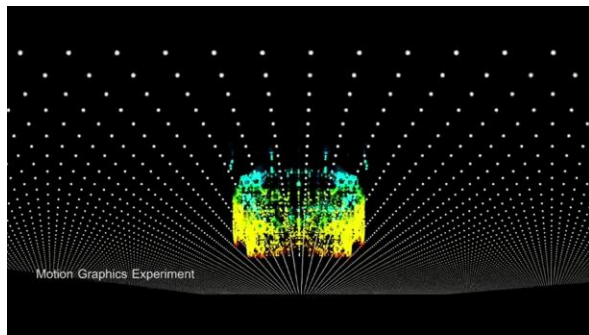|	
	Shot 8: Digital Image Creation **Responsibility:** keying/compositing/blood effect **Software Used:** Nuke/Photoshop
	Shot 9: ACROPHOBIA **Responsibility:** keying/set extension/compositing **Software Used:** Maya/Nuke/Photoshop
	Shot 10: Digital Image Creation **Responsibility:** keying/compositing/electric effect **Software Used:** Nuke/After Effects/Photoshop
	Shot 11: Virtual Game **Responsibility:** CG scene modeling/texturing/animating/lighting/rendering/compositing **Software Used:** Maya/Arnold/Nuke/Quixel/Boujou/Photoshop
	Shot 12: Digital Image Creation Breakdown **Responsibility:** keying/compositing **Software Used:** Nuke/After Effects/Photoshop
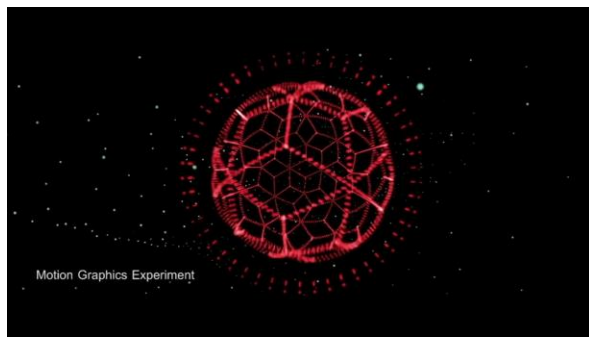
	Shot 13: Motion Graphics Experiment **Responsibility:** particles/animating **Software Used:** After Effects/Trapcode Form
	Shot 14: Fashion Collection Opener **Responsibility:** particles/animating **Software Used:** After Effects/Trapcode Particular
	Shot 15~16: Motion Graphics Experiment **Responsibility:** particles/animating **Software Used:** Cinema 4D/After Effects/Trapcode Form
	Shot 17: ACROPHOBIA **Responsibility:** keying/tracking/compositing **Software Used:** After Effects/Nuke/Boujou/Photoshop
	Shot 18: Audi R8 Render & Compositing **Responsibility:** modeling/texturing/lighting/animating/camera projecting/rendering/compositing **Software Used:** Maya/V-Ray/After Effects/Photoshop