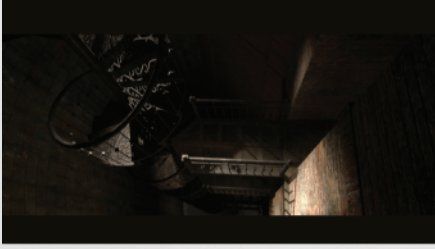


## BREAKDOWN SHEET



### Light House - all aspects -

This project is about simulating a lighting/mood from a scene in Shutter Island film. I choose a scene where the main character is entering the lighthouse in searching for his enemy. I was responsible for all aspects from modelling, texturing, lighting, shading and rendering in mental ray. The wall is created with layer texture to show the dirty, wet aged wall of the light house which is match with the real scene. Then, it was brought over to nuke for color correction and depth of field simulation.



### 4 Biomes Poster - layout/ procedural modeling/ shading/ lighting/ rendering -

A collaborative project with NASA to create a poster for their coming ICESat-2 satellite. Based on the sketch concept of my group mate, I was responsible in creating 4 3D environments representing 4 different types of scenery called 4 biomes : city, iceberg, mountain and forest. I also did some procedural models in houdini, experimented on different types of water shader and glowing shader fx and fog environment. Lighting was set up in different time of day for 4 biomes: dawn, noon, evening and night and finally rendered in houdini mantra. The clouds are simulated and rendered seperately for final comp.



### Lazer Team - lighting/ compositing -

This is a comedy feature film in which the alien called antarian came to earth for a battle match with american soldier. I was working with other lighting TD to light some shots of the alien on the stadium. All lighting, shading and rendering is made in vray. Then, they were brought into nuke for multi-passes compositing.



### Walls are ready for life / PURPLE - texturing/ lighting -

This commercials is lit in vray. All of the studs and walls are textured in photoshop.



### Orcas live in ocean/ Munchkin - compositing -

The shots is rendered in vray with multi passes and I was responsible for compositing them in nuke. There was a shot that I need to paint out the real toy for replacement of our 3D renders.



### The Pirate ship - compositing -

This is a personal project where I intergrated a greenscreen ship with a photograph background image, reflection simulation and ship animation. Then I replaced the whole water with a color corrected live water footage.