

## Shot Breakdown - Lighting TD reel



### **Bird** (Maya, Mental Ray, Nuke)

Lighting and compositing for two shots of a music video. Collaborative project at SCAD as part of Jon Balcome's graduate VFX Thesis. Full video at [ada-bird.com](http://ada-bird.com). All reference and HDRI capture was lost/destroyed before I began work.



### **Retro-Reflective Realtime Shader (HLSL)**

While studying Renderman, I programmed a DirectX (HLSL) shader to demonstrate retro-reflectivity, or light that reflects back to the source such as safety uniforms.

Development was started in RSL, and then continued with HLSL as I learned vertex and pixel shader programming.



### **RedFaction: Armageddon** (Maya, Mental Ray)

Cinematics for Volition/THQ's game. Reel shows various clips from sequences that I was responsible for.

-Developed character and environment shading in Maya to match client feedback and reference from the game engine.

-Implemented linear workflow in all shading and I/O.

-Environment and Character lighting.

-Developed various tools to clean received assets, find missing textures, and assist lighting pipeline.

