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Tools Reel - Shot Breakdown

1. *Title*: Light Mapping + workflow
   Software: MEL, Maya, Mental Ray, Nuke

   Environment lighting/workflow test project. Model from 3dRender.com.
   My goal was to render light maps as separate lighting passes, and composite them in Nuke for a quick and controllable workflow. Because Maya's light map system does not allow light map set or render layer overrides, I created a script node to accomplish this upon render layer change.
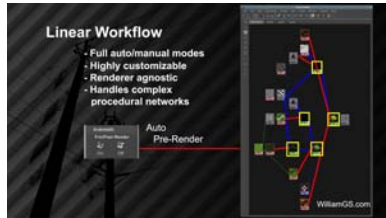
2. *Title*: Linear Workflow
   Software: Maya, Python

   http://williamgs.com/blog/?p=347
   http://williamgs.com/blog/?p=139
   Maya still lacks WYSIWYG shading, especially for solid colors and procedural networks. This tool/workflow makes hypershade and hardware previews consistent with what is intended and rendered, plus all the regular benefits of linear workflow.

3. *Title*: Maya Shading Tools
   Software: Maya, MEL

   Demonstrated: Shading Consolidation. Other tools include finding and creating networks for unused textures, and fixing per-face-shading. Developed to speed up pipeline during production.

4. *Title*: Portable Material Assignments
   Software: Maya, Python/MEL

   Store material assignments as hierarchical object sets. This allows easy shader transfer/storage/repair between scenes and easy rebuilding of render layers.

5. *Title*: Write to Buffer Tool
   Software: Maya, MEL

   Maya renderpasses are inconsistent with Mental Ray's MIA shader outputs, so custom color passes must be created for each AOV in order to correctly reproduce the master beauty.
   This tool allows quick and simple creation of buffers and shader connections.

6. *Title*: Light Linking Tool
   Software: Maya, Python

   http://williamgs.com/blog/?p=19
   Maya light linking can easily break and may be nearly impossible to fix. Even with no lights in the scene, thousands of connections can infect a scene. This tool provides complete repair, but also allows cleaner light linking to be preserved or constructed.