

Breakdown List

- Demon's Twilight** - 3D Generalist - 00:00 - 00:12
As a responsible for the modeling process I worked mainly in ZBrush; I made the retopology of the 3d concept, work on displacement maps and set up the maya scene.
I worked on look development, making textures and shaders.
As a key lighter I worked with hdris and made render passes for compositing.
Software: Maya, Renderman, HDRShop, ZBrush, Nuke, Photoshop.
- Lionel** - lighting TD / Compositing - 00:12 - 00:25
I was responsible for the mouth of the lion. I worked on textures and shading, key lighting and compositing.
As a responsible for the process of lighting shot by shot I managed the team, checked the continuity between shots, made sure that the process followed the pipeline rules.
Software: Maya, Renderman, HDRShop, ZBrush, Nuke, Photoshop.
- Lancia Y** - lighting TD / Compositing - 00:25 - 00:38
Hippopotamus
I worked on look development of the lppopotamus making textures, shaders and fur.
As a Key Lighter I made the light rigs and the compositing scripts.
I also worked on Pipeline, to improve the process of lighting shot by shot and compositing.
Elephant
I made camera tracking, animation, shot lighting, rendering and compositing.
Software: Softimage, Maya, mental ray, Arnold, Mari, Photoshop, After Effects, Nuke.
- The Briefing** - 3D Generalist - 00:38 - 00:50
I worked on texturing and shading(background, characters and props).
I made key and shot lighting, working closely with the R&D department to improve the workflow.
Software: Maya, Renderman, HDRShop, ZBrush, Nuke, Photoshop.
- Toyota HYBRID** - 3D Generalist - 00:50 - 00:54
I worked on look development of the graphic user interface, then I made camera tracking texturing, rendering and compositing.
Software: Softimage, mental ray, Photoshop, After Effects, Nuke.
- Donkey Xotè** - Lighting / Final Layout - 00:54 - 01:04
I worked on shot lighting of the characters, when necessary I fixed textures and shaders.
As a final layout artist I fixed the animations of characters and props, working with the animation curves or making shapes on clothes.
I also worked on optimization of the scenes and render parameters.
Software: Softimage XSI, mental ray, Royal Render,Photoshop.
- Black to the Moon** - Lead lighter / Compositing - 01:13- 01:23
I work on key lighting and compositig. I focus my attentions on pipeline working closely with the R&D department to optimize the workflow.
I also have the opportunity to work on stereo camera, texturing and shading.
Software: Maya, mental ray, Royal Render, Nuke, Photoshop.
- Sky GO** - 3D Generalist - 01:23- 01:29
As a 3d generalist I worked on camera tracking, animation, lighting rendering and compositing.
Software: Softimage, mental ray, Photoshop, After Effects.
- Vodafone** - Lighting TD / Compositing - 01:29- 01:37
I worked on look development of the Bear making textures, shaders and fur.
Then I worked as a key Lighter and compositor.
As a generalist I made camera tracking and animation.
Software: Softimage, mental ray, Mari, Photoshop, After Effects, Nuke.
- Toyota** - Lighting TD / Compositing - 01:37- 01:46
As a 3d generalist I worked on camera tracking, texturing and shading rendering and compositing.
Software: Softimage, mental ray, Mari, Photoshop, After Effects, Nuke.
- Kingdom of Gladiators** - Sequence Lead - 01:46- 01:58
My work began on set, where I took photo references of actors and props for modelling and texturing. I also work with green screens and markers.
As a responsible of the texture and shading team I mainly work on workflow, checking the consistency of textures and shaders according to the art department.
As a responsible for the entire process of lighting I worked on key lighting and HDRIs, managed the team, checked the continuity between shots, made sure that all the processes followed pipeline rules.
Software: Maya, Renderman, HDRShop, Royal Render, Nuke, Photoshop.
- Monolite** - Sequence Lead - 01:58- 02:10
My work began on set, where I took photo references of actors and props for modelling and texturing.
Then I worked on texturing and shading.
As a responsible for the process of lighting I worked on key lighting and HDRIs.
Software: Maya, Renderman, HDRShop, Nuke, Photoshop.