

## Demo Reel Breakdown

Running Time: 2 Minutes

Jacquelyn "JAC" Piette

info@jacpiette.com

www.jacpiette.com



**Tangled:** Lantern Shot

**Description:** Up-resed shot to 2K, paint fixed primary star lantern, tech fixed boat rim, added Flynn's hair to water reflection and adjusted the values, adjusted depth of field for some of the background lanterns, and converted all but depth of field to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman



**Tangled:** Pascal in Front of Flower Pot

**Description:** Up-resed shot to 2K, painted out leaves, rebalanced edge blurs and blooms on Pascal, painted in shadows on Pascal's eye and mouth, painted out reflection on Pascal's nose, painted out errant leaf shadows, and converted entire shot to stereoscopic 3D.

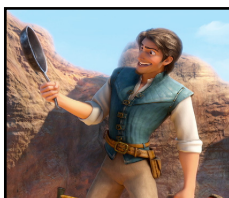
**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman



**Tangled:** Rapunzel Whipping Her Hair

**Description:** Up-resed shot to 2K, painted out and re-shaped the end of Rapunzel's hair, painted in ground underneath area where hair was removed, painted out black line in ground plane, painted out popping occlusion in ground plane, and converted entire shot to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman



**Tangled:** Flynn Fighting Guards

**Description:** Up-resed shot to 2K, painted out collar interpenetration on guard, painted out bright blue light leaks inside Flynn's jerkin, painted out jerkin/leg interpenetration on Flynn, and converted entire shot to stereoscopic 3D.

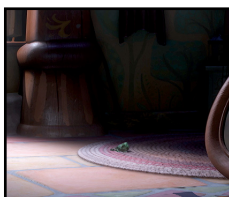
**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Renderman



**Tangled:** Rapunzel, Pascal and Flynn in River

**Description:** Up-resed shot to 2K, painted out interpenetration on Rapunzel's sleeve, painted in contact occlusion on both the underside of characters' arms and the ground where the arms rest, and converted entire shot to stereoscopic 3D.

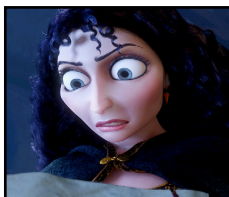
**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman



**Tangled:** Pascal Thrown Across Room

**Description:** Up-resed shot to 2K, painted contact occlusion on floor below rug, added edge-blur and bloom to mirror-frame edge, painted out chattering movement on background leaves, and converted entire shot to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman



**Tangled:** Mother Gothel Looking at Paper

**Description:** Up-resed shot to 2K, painted out second pupils in both eyes, painted in shadow on screen left eyeball when character looks screen right, tech fixed chattering cape detail, and converted entire shot to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Renderman



**Tangled:** Stabbington Brothers in Forest

**Description:** Up-resed shot to 2K, paint fixed flashing eyeball on screen left character, painted in shadow on lower part of eyeball on screen left character, painted out bright blue light leaks, painted out hand/jerkin interpenetration, and converted entire shot to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman



**Tangled:** Pascal Peeking

**Description:** Up-resed shot to 2K, painted contact occlusion under some of Pascal's toes, and converted all but depth of field to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Renderman

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**Tangled:** Stabbington Brothers in Front of the Mine

**Description:** Up-resed shot to 2K, painted in rock/board interaction, rebalanced debris shadows, painted out bright blue light leaks inside character's jerkin, and converted entire shot to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman

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**Tangled:** Mother Gothel and Maximus

**Description:** Up-resed shot to 2K, added cape wipe through camera in the composite by utilizing elements from earlier frame for 2-frame wipe, and converted entire shot to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman

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**Tangled:** Rapunzel and Flynn in the Mine

**Description:** Up-resed shot to 2K, completely rebalanced Rapunzel's hand, and converted entire shot to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman

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**Tangled:** Mother Gothel and Rapunzel

**Description:** Up-resed shot to 2K, painted out bad occlusion under white skirt, painted out purple skirt/white skirt interpenetration, painted out ambient hair under skirt, painted out Rapunzel's knee/floor interpenetration, painted in and animated contact shadow under knee when visible, darkened Rapunzel's toes, and converted entire shot to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman

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**Tangled:** Mother Gothel Digging Through Rocks

**Description:** Up-resed shot to 2K, painted out sleeve/rock interpenetrations, and converted entire shot to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman

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**Tangled:** Drop of Golden Sun/Flower/Old Mother Gothel

**Description:** Up-resed shot to 2K, clouds, drop of sunlight, and flower-root FX converted to stereoscopic 3D manually in composite, rest of shot converted in render to stereoscopic 3D.

**Software Used:** Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman

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