

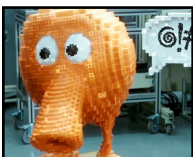
Demo Reel Breakdown

Running Time: 3 Minutes

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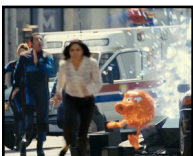
www.jacpiette.com



Pixels: Qbert Standing On Box Shots

Description: Lit and rendered Qbert character along with CG elements such as speech bubble and cheese ball, generated environmental shadow and reflection passes.

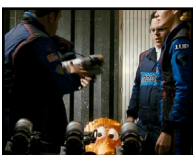
Software Used: Katana, Arnold



Pixels: Qbert Running In Environment Shots

Description: Lit and rendered all CG elements: Qbert, background CG characters, explosions, glowing cubes, environmental shadows and reflections.

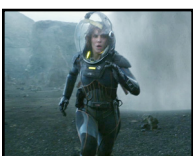
Software Used: Katana, Arnold



Pixels: Qbert Behind Van

Description: Lit and rendered Qbert.

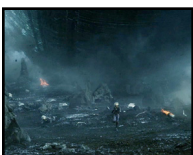
Software Used: Katana, Arnold



Prometheus: Ground Opening Up Shots

Description: Lit and rendered environment geometry (dome structure, ground, plateaus, etc) and FX. The list of FX that were lit and rendered for the shots includes smoke plumes, dust, pebbles, and rock pillars.

Software Used: Maya, RenderMan, Nuke



Prometheus: Juggernaut Crash Shots

Description: Lit and rendered large Juggernaut ship as well as all scene FX. The list of FX that were lit and rendered for the shots includes smoke trails, fireballs, dust, generic smoke, falling metallic debris, and rock pillars.

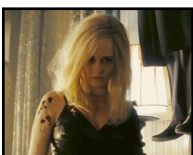
Software Used: Maya, RenderMan, Nuke



Dark Shadows: Carolyn Being Held by Elizabeth Shots

Description: Lit and rendered digital double face covered in blonde fur.

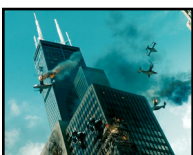
Software Used: Maya, RenderMan, Nuke



Dark Shadows: Angelique Jumping and Glaring Shots

Description: Lit and rendered digital double with cracking skin and hole in stomach.

Software Used: Maya, RenderMan, Nuke



Transformers - Dark of the Moon: Multiple Lighting Shots

Description: Lit and rendered all the CG elements (transformers, motherships, aircrafts, flying birdmen, debris, etc). Lit the birdmen twice in pre-explosion and post-explosion rigs. Also created reflections in the building windows.

Software Used: Maya, PRMan, Nuke



Transformers - Dark of the Moon: Flaming Birdman

Description: Created look development for all the debris in the scene. Lit and rendered all debris as well as the falling flaming man in the background.

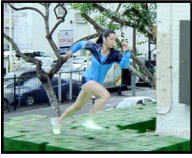
Software Used: Maya, PRMan, Nuke



Transformers - Dark of the Moon: Ship and Debris Crash Behind Carly

Description: Created look development for the two large pieces of falling debris that fall directly behind Carly. Lit and rendered both pieces of debris as well as the decepticon fighter crashing into the building.

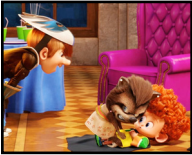
Software Used: Maya, PRMan, Nuke



Nike+ Game On World Commercial: Runner on Green Platforms

Description: Lit and rendered green platforms, platform shadow projections, and created basic human roto-animation to project more accurate interactive shadows.

Software Used: Maya, Mental Ray, Nuke



Hotel Transylvania 2: Multiple Shots

Description: Responsible for all lighting, 2D and Stereoscopic 3D rendering, FX integration, and compositing

Software Used: Katana, Arnold, Nuke



Ice Age - A Mammoth Christmas: Multiple Shots

Description: Responsible for all lighting, 2D and 3D rendering, FX integration (when needed), and compositing.

Software Used: Maya, Renderman, Nuke



Ice Age - Dawn of the Dinosaurs: Scrat Shot

Description: Responsible for the lighting, rendering, and pre-compositing.

Software Used: Studio++ (Blue Sky Studios Proprietary Software), Maya, Nuke



Disney Junior Logo Bumpers: Multiple Shots

Description: Responsible for all lighting, rendering, FX integration, and compositing

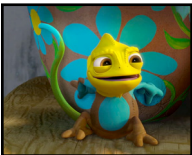
Software Used: Maya, V-Ray, Nuke



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.

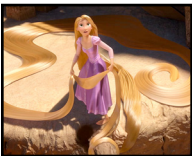
Software Used: Shake, dlight (Disney Proprietary Lighting Software), Maya, Renderman



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

Note: The Movie Titles/Logos Used on the Reel are for Slate Purposes Only.