



Sci-Fi Project

The main goal for this project was to make the character lighting work during all frames. The steep camera movement around the character proved to be a challenge.

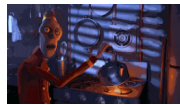
- Lighting background and character.
- Place, balance and color lights.
- Setup and manage render passes.
- Setup and manage compositing.
- Katana lighting and rendering (Arnold).
- Nuke compositing.



Animation HDR Lighting

This project was an introduction to working with Maya and V-Ray. It allowed me to experiment with different techniques when working with HDRs. The scene is lit with 2 HDR Skydomes (1 for diffuse and 1 for reflection) and 1 sun light.

- Lighting background and foreground.
- Place, balance and color lights.
- Setup and manage render passes.
- Setup and manage compositing.
- Maya lighting and rendering (V-Ray).
- Nuke compositing.



Matched Color Script

Color Script Match

The goal of this project was to match the feel of the provided color script.

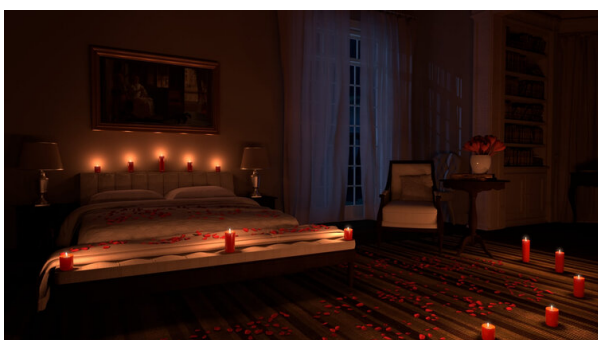
- Lighting background and character.
- Place, balance and color lights.
- Setup and manage render passes.
- Setup and manage compositing.
- Katana lighting and rendering (Arnold).
- Nuke compositing.



Animation Lighting

After matching the color script, I created a variation with a completely different mood.

- Lighting background and character.
- Place, balance and color lights.
- Setup and manage render passes.
- Setup and manage compositing.
- Katana lighting and rendering (Arnold).
- Nuke compositing.



Interior Lighting

For this project I created 2 different moods using the same base scene with some modifications in the furniture to help supporting the overall feeling.

- Lighting.
- Place, balance and color lights.
- Setup and manage render passes.
- Setup and manage compositing.
- Katana lighting and rendering (Arnold).
- Nuke compositing.



Interior Lighting

- Lighting.
- Place, balance and color lights.
- Setup and manage render passes.
- Setup and manage compositing.
- Katana lighting and rendering (Arnold).
- Nuke compositing.



Reference

Head Lighting Match

In this project I chose a frame from a real movie and matched the CG head lighting as closely as possible to the reference.

- Lighting character head.
- Place, balance and color lights.
- Setup and manage render passes.
- Setup and manage compositing.
- Katana lighting and rendering (Arnold).
- Nuke compositing.



Portrait Lighting

Focused on creating a portrait style image with attention to composition and lighting techniques, in this case making use of a split lighting.

- Lighting character head.
- Place, balance and color lights.
- Setup and manage render passes.
- Setup and manage compositing.
- Katana lighting and rendering (Arnold).
- Nuke compositing.



Live Action Pipeline

Continuing working with HDRs, I touch base with the live action lighting process. I started by extracting and painting out light sources from the HDR to then match the reference chrome and grey balls, and finally tweak the lights to improve the look.

- Lighting box.
- Place, balance and color lights.
- Setup and manage render passes.
- Setup and manage compositing.
- Katana lighting and rendering (Arnold).
- Nuke compositing.



Still Life Lighting

Experienced the similarities and differences when it comes to working with Renderman compared to Arnold.

- Lighting background and foreground.
- Place, balance and color lights.
- Setup and manage render passes.
- Setup and manage compositing.
- Katana lighting and rendering (Renderman).
- Nuke compositing.