



Papa's Camra- Maya/Nuke

Fully CG work, modeled with Maya, and render using Mental Ray. Beauty, Occ, zDepth, render time very short approx. 5 second/frame. Spot light is used in 7 places, no FG nor GI is used. Trying to achieve photo realistic feeling of the objects.



Lazy Snails - Maya/ZBrush/Shake

Compositing the snail on the footage back ground. Matching the the condition of the scene. Basic Model in Maya and detail done by ZBrush to use as displacement on the poly. Achieved the look and the feel of believability in balance, look and the feel.



Mr. Puffer - Maya/Shake

Work in progress...

Match to Life work, scripted/dynamics by Linghao Li. I used SSS RGB render layer to lit the scene and later composited with Shake. It was the first time I am using RGB SSS layers to creating the effect I want. Gobo is the second thing I ran into, still working on it.



Crash Site - Maya/Nuke

This is a story about a little boys dream. I worked on the lighting and the shading using image based lighting in junction with procedure lighting focusing on the believability of the shot. Coworker with Linghao Li, Effect with Matt Radford, and composited by Sandro Blattner.



La Ship - Maya/Shake

Fully CG work, modeled in Maya using MEL, three render path: Beauty, Rad Shadow, and Specular by using Mental Ray. Composited in Shake.