

## Breakdown



### **Fear 2 - Lead Lighter**

**Description:** Set up light rigs for the character and environment. Character light rig set up using physical sun and sky in Mental Ray. Additional lights were added for mood. Set up monitor screens, cockpit controls and multi-pass renders for compositing.

**Software:** Maya, Mental Ray, Shake



### **50 Cent - Lead Lighter**

**Description:** Created character lighting and Humvee shading/lighting using physical sun and sky in Mental Ray.

**Software:** Maya, Mental Ray, Shake



### **Space Chimps - Lighting Artist**

**Description:** Character/environment lighting and precomp setup.

**Software:** Proprietary tools, Maya, Renderman, Shake



### **Thomas and Friends - Lead Lighter and Compositor**

**Description:** Set up episode light rigs for character and environment using physical sun and sky in Mental Ray. Set up render passes and combined them with foliage and FX elements in compositing.

**Software:** Maya, Mental Ray, Nuke