












OLUN RILEY DEMO REEL SHOTLIST





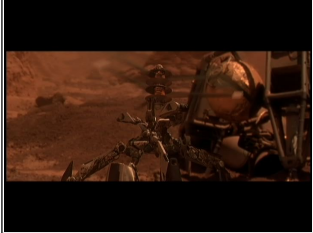


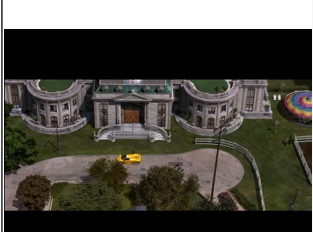
	TANGLED	Key and Final Lighting & Compositing. Set up key lighting rigs for all of family reunion sequence. This was also my shot from start to finish. Used Maya, Dlight/Renderman & Shake .
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	TANGLED	Final Lighting & Compositing. Lit shot and integrated flashing EFX elements for hair. Provided final lookdev on brush for the show. Used Maya, Dlight/Renderman & Shake .
	TANGLED	Final Lighting & Compositing. Lit all elements in shot and did the final composite. Used Maya, Dlight/Renderman & Shake .
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	TANGLED	<p>Final Lighting & Compositing. Lit all elements in shot and did the final composite.</p> <p>Used Maya, Dlight/Renderman & Shake .</p>
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	BOLT	<p>Key and Final Lighting & Compositing. Set up Sequence Lighting with this shot as Sequence Lead. Took shot to completion.</p> <p>Used Maya, Lumiere/Renderman & Shake .</p>
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	BOLT	<p>Key and Final Lighting & Compositing. Set up Sequence Lighting with this shot as Sequence Lead. Lit environment, reflections and characters. electric spark EFX integration and design provided by another artist..</p> <p>Used Maya, Lumiere/Renderman & Shake .</p>
	BOLT	<p>Look Dev. Sequence Lead - Co-developed a procedure for the caustic light effect of the ball on the ground used for entire Sequence.</p> <p>Used Maya, Lumiere/Renderman & Shake .</p>
	X-MEN	<p>Developed Cerebro Room Model and Rig to expand its size 16 times as 4 layers of tiles are revealed underneath. Also did the Final Lighting</p> <p>Used Maya, MTOR & Renderman .</p>
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	BOLT	<p>Key and Final Lighting & Compositing. Set up Sequence Lighting with this shot as Sequence Lead. Lit environment, reflections and characters.</p> <p>Used Maya, Lumiere/Renderman & Shake .</p>
	13 GHOSTS	<p>Final Lighting on spinning rings and platform interior.</p> <p>Used Maya, MTOR & Renderman .</p>
	MEET THE ROBINSONS	<p>Final Lighting & Compositing. Lit and composited all elements in the scene.</p> <p>Used Maya, Lumiere/Renderman & Shake .</p>
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	POLAR EXPRESS	<p>Final Lighting , Compositing and Look Dev of hubcap and reflections..</p> <p>Used Maya, BIRPS & Bonsai .</p>
	POLAR EXPRESS	<p>Final Lighting , Compositing and Look Dev of hubcap and reflections..</p> <p>Used Maya, BIRPS & Bonsai .</p>
	POLAR EXPRESS	<p>Final Lighting of main characters and composited all fx and bg elements for final shot. Dialed shaders on looks to match surrounding shots.</p> <p>Used Maya, BIRPS & Bonsai .</p>
	POLAR EXPRESS	<p>Final Lighting of main characters and composited all fx and bg elements for final shot. Used Maya, BIRPS & Bonsai .</p>
	POLAR EXPRESS	<p>Final Lighting of main characters and composited all fx and bg elements for final shot. Used Maya, BIRPS & Bonsai . Also did Stereo shot.</p>
	POLAR EXPRESS	<p>Final Lighting of main characters and composited all fx and bg elements for final shot. Used Maya, BIRPS & Bonsai . Also did stereo shot.</p>
	POLAR EXPRESS	<p>Final Lighting of main characters and composited all fx and bg elements for final shot. Used Maya, BIRPS & Bonsai . Also did stereo shot.</p>

	ANASTASIA	Modeling, Texturing, Layout Camera and Lighting of shot using Softimage 3D, Toonz and Eddie .
	RED PLANET	Final Lighting on AMEE Robot element only. Did most of her close-up shots in movie and also did Look Dev on her eye. Used Maya, MTOR & Renderman .
	EL DORADO	Final Lighting of splash element. FX Animation of splash particles which utilized hand-drawn animation cycles for textures. Used Maya & Animo .
	EL DORADO	Texture Setup and Final Lighting of sails only. Used Maya .
	EL DORADO	EFX Splashes and Lighting and Compositing of boat and gold. Used Maya, Spryticle & Animo .
	OCEAN'S 11	Final Lighting and LookDev SLIM shaders on digital Hotel in background. Used Maya, MTOR & Renderman .
	OCEAN'S 11	Final Lighting and LookDev SLIM shaders on 3D set extension of elevator shaft only. Used Maya, MTOR & Renderman .
	ANASTASIA	Final Lighting & Compositing, Texturing, Animation, Layout Camera of hallway using Softimage 3D, Toonz & Eddie .

	ANASTASIA	Final Lighting & Compositing, Texturing, Rigging & Animation of Pegasus Statue using Softimage 3D, Toonz & Eddie .
	ANASTASIA	Final Lighting & Compositing, Texturing, Rigging & Animation of Pegasus Statue using Softimage 3D, Toonz & Eddie .
	ANASTASIA	Final Lighting & Compositing, Texturing, Rigging & Animation of Pegasus Statue using Softimage 3D, Toonz & Eddie .
	THE CORE	Final Lighting on 3D set extension of FG barracks. Also did setup of the barracks geometry using Rib Archive. Used Maya, MTOR & Renderman .
	RED PLANET	Final Lighting on AMEE Robot element and drone only. Used Maya, MTOR & Renderman .
	CLOCKSTOPPERS	Final Lighting & Look Dev of CG humming bird and look dev the EFX water droplets on pool sweeper. Used Maya, MTOR & Renderman .
	ENVY	CG Supervisor: On Set and In-house Final Lighting & Look Dev of CG Mansion and grass elements Developed SLIM Shaders for artists using Maya, MTOR & Renderman .
	ENVY	CG Supervisor: On Set and In-house Final Lighting & Look Dev of CG Mansion element only. Supervised modelers, texture painters, 3d lighters and digital artists on remaining aspects of shot and all other shots in movie. Developed SLIM Shaders for artists using Maya, MTOR & Renderman . Developed a pipeline using X-Frog for managing branch geometry for all trees in shot.



ENVY

CG Supervisor: On Set and In-house

Final Lighting of mirror reflection elements used by compositor to hide camera-rig as it moves through shot.
Used Maya, MTOR & Renderman .