



## Lighting Demo Reel Breakdown

June 2010

### Jeremy Siew contact info (0:00 – 0:08)



#### 1) THE MIA ROBOT: Encounter Scene (0:08 – 0:40)

Personal Project

**Role:** I designed, modeled, shaded, and lit the sets / characters in 3dsMax 7. I also used Photoshop to create the matte painting backdrop, touch ups and painting the fog, snow, and light effects, which I then composited in After Effects 5.5. I Hand-Animated the lights and each snow flake along Bezier Curves.

For the entire compositing sequence, please see <http://www.FuzzeeSock.com/demoreel/> and scroll down to the MIA Robot FX Animation clip.



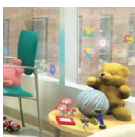
#### 2) THE MIA ROBOT: Hall of Mirrors (0:40 – 1:23)

Personal Project

**Role:** I first created the black and white mood sketch by digitally painting over a set render in Photoshop to establish the emotional look and feel for the scene. I created/designed everything in the set in 3ds MAX 7. Based on the mood sketch, I then lit and shaded the scene without Global Illumination. For the lighting, I used Omnis controlling the fall offs carefully to simulate bounced and accent lights. I also created versions of the scene in warm and cool palettes.

I used the same lighting process for the alternate view at timecode 1:11 of the robot character in the foreground looking back at the Hall of Mirrors scene.

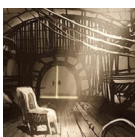
I'm also showing a few of my concept art pieces from the project at the end of the clip at 1:18-1:23.



#### 3) Children's Hospital Playroom (1:23 – 1:58)

Visualization Project, Neoscape, Inc.

**Role:** I lit, shaded the scene in VRAY, and modeled the room and furniture in 3ds MAX. Using pre-built models from our library, I set dressed all the toys as well as created new variations of them, modifying the 3D geometry to fit the look of the scene. I also painted additional toys and room art/stickers in Photoshop for the final composite.



#### 4) Storage Room Concept Art (1:58 – 2:42)

Concept art from the animated short, *Everything Obsolete*, Group Hug Productions

**Role:** I hand sketched the sets for 2 scenes based on the director's script and painted tones, highlights and lighting effects in Photoshop. The 1st scene of the chair and piano are more focused on the placement of set props in the overall scene. The 2nd alternate view shown at timecode 2:28 is more focused on the Grandfather clock looking out the window.



## 5) Summer in The Park (2:42 – 3:15)

Visualization Project for Landscape Design, AECOM

**Role:** I rendered occlusion passes of the scene in 3ds MAX using Mental Ray. I then composited 3D lighting passes, landscaping elements and painted lighting effects, shadows and water reflection puddles in Photoshop.



## 6) Apple Store (3:15 – 3:50)

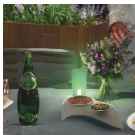
Visualization Team Project, PowderHaus Studios

**Role:** My task was to light the scene in 3dsMax without Global Illumination. I lit the scene using Omni key lights with fall offs, fill lights for the background sets while tweaking the glass shaders for the glass cube to work best with the lights until the desired results were achieved.

I also modeled / textured the surrounding CG buildings and digitally painted the interior light effects in Photoshop.

**End of Main Demo Reel (3:50 – 4:05)**

**More lighting & photography samples shown after contact info screen**



## 7) Cafe Scene – Day for Night Shot (4:05 – 4:25)

Visualization Team Project, AECOM

**Role:** After receiving a layered base set render from an outsourced studio, I lit and composited the scene in Photoshop painting light where needed. I also designed and created the glowing retail building in the background and used photographic sources to paint the bottom row of retail shops. I then composited the rest of the 3D entourage from the set render and blended them into the scene.

Close-up shot of table set dressing and lighting: (4:30 – 4:48)

based on the candle placement as a light source at the dinner table, I paid attention to the subtle highlights and shadows needed and painted the effects in Photoshop.



## 8) Close-up Photography (4:48 – 5:14)

Personal hobby observing light, luminance, and nature using a CANON SD700 on MACRO mode.

Dew on Leaf (4:52 – 5:57)

Looking at refraction through dew drops in nature.



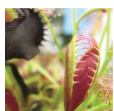
Pangkor Island Ants (4:58 – 5:02)

Observing living organisms interact in their environment.



Lotus Flower (5:02 – 5:07)

Light is soothing when it passes through thin membranes.



Venus Fly Trap (5:08 – 5:13)

Plants we don't get to see everyday at this scale.

**Contact Info (5:13 - 5:30)**