

Demo Reel Breakdown
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Lighting, Texturing, Shading, Compositing



Shot 1: Elementary Aviation

Software: Maya, mentalRay, Mudbox, Photoshop, After Effects

Texturing, shading, and lighting work for Christina Sharrer's senior film, "Elementary Aviation." Mudbox was used to generate normal maps of folds on Amelia's clothes and on her bed, as well as texture painting. All textures, shaders, lighting, rendering, compositing, and some of the prop modeling/UV's were done by me. Bed model, character model, character UV's, and character rig by Christina Sharrer. Animation by Tim McCain.



Shots 2, 5, 9: Imagination Station

Software: Maya, mentalRay, After Effects, Photoshop

Group animation project done for Mark Kistler's "The Imagination Station" Television Show. I was responsible for all the modeling, textures, shaders, lighting, rendering and compositing. Animation by Gabe Vega and Sarah Baker. Rigging by Sarah Baker.



Shot 3: Lotus Exige

Software: 3ds Max, Vray

Realistic model of a Lotus Exige entered in a state-wide engineering competition. I received 2nd, 3rd, and 4th prizes for my work. Rendered in Vray using primarily final gather.



Shot 4: Banana Halala

Software: Maya, mentalRay, Photoshop, After Effects

3d scene and rendering for personal work in Maya and Mental Ray. Lit "traditionally" with only spot lights. No global illumination or final gather was used. Noise, color correction, ambient occlusion, depth of field, and sky were composited in After Effects



Shot 6, 7, 8: Stills

Software: 3ds Max, Vray

High resolution stills prepared for printing. They were created for the 2007 Scholastics Art Show and won a Gold Key, several Silver Keys, and a Gold Key Portfolio. Procedural techniques were mainly used for texturing, alongside custom vray shaders from vray-materials.de.



Shot 10: Lizard

Software: Maya, mentalRay

Textured entirely procedurally in Maya's hypershade. Several patterns/textures were created using various 2d and 3d texture nodes, layered textures, ramps, ect.. These textures were then masked on to different parts of the model using distance locators and also 2d alpha masks created with ramps.



Shot 11: Spanish Moss

Software: Maya, Renderman, hand-coded RSL, Mudbox, Photoshop

Custom renderman shader that incorporates fake subsurface scattering, generation of small fibers on the edges of the moss, incandescence of fibers, and facing ratio based color. All of which are adjustable in the maya interface using a .slim file. The trees were sculpted and textured in mudbox.



Shot 12: Trailer

Software: Maya, mentalRay, Photoshop

Initial render of my 30 second short film. Textures were created from all my own photos of trailer parks. Updates since include a full interior, a small patio outside, and a fully rigged and textured character. The sand shader is entirely procedural, utilizing facing ratio, displacement, and plenty of bump and spec to achieve a fairly realistic, yet stylized appearance. Final gather was used as the primary lighting technique.

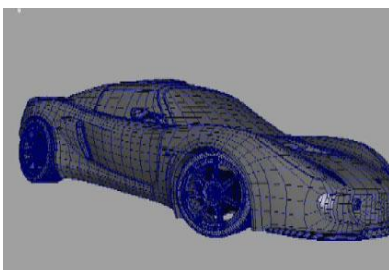
Modeling



Shot 13: Arnolfini Wedding Portrait

Software: Maya

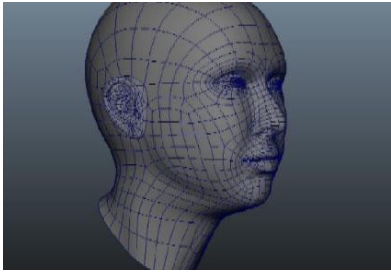
Created for my very first Maya class (I had been using 3ds max, Gmax, and Blender before). The assignment was to recreate a famous work of art. The entire scene (fabric and all) was modeled by hand, using mostly my extrude from plane technique to trace out the main edge flows, and then (neatly) working the spaces between.



Shot 14: Lotus Exige

Software: 3ds Max, maya

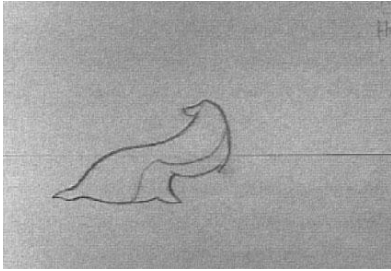
A wireframe of the same car in shot 3. Demonstrates all the different components that went into recreating a photorealistic car.



Shot 15: Portrait Model
Software: Maya

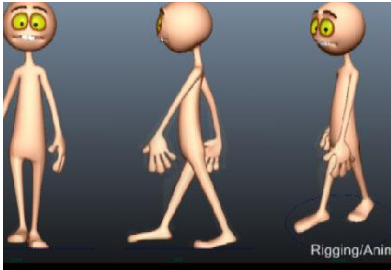
A photorealistic face created in Maya, ready to be sculpted in Mudbox or Zbrush.

Rigging and Animation



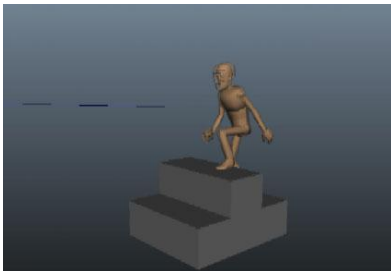
Shot 16: Traditional Animation
Software: Flipbook

Traditional animation created for my first animation class. I had done extensive study previous to taking the class (primarily the Richard Williams resources). Unfortunately our equipment for capturing is quite dated, so I apologize for the quality.



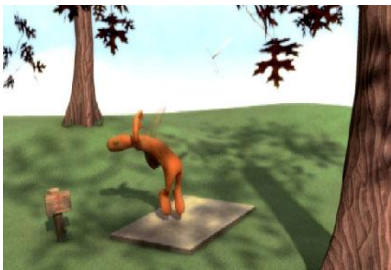
Shot 17: Walkcycle
Software: Maya

Walk cycle using the Moom rig.



Shot 18: Stair Climb
Software: Maya

Stair exercise using the Bloke rig.



Shot 19: Disc Golf Champ
Software: Maya

Custom rig created with the Bloke mesh (the rig is completely done by me, only the actual polygon mesh is done by someone else). A short animation with the rig was storyboarded out, animated, lit, textured, and rendered in a little under a week.

All work by me unless stated otherwise