

Brian Meanley Demo - Shot Breakdown

timecode	Breakdown
00:05-00:38	Series of ten shots for Maya and Nuke master courses taken at FXPHD. I am responsible for all shading/texturing, lighting (including editing and cleanup of HDR images), rendering (and setup), as well as all compositing/keying/roto. Footage, Raw HDRs and 3D model of the machine were provided by FXPHD.
00:38-00:55	Challenge project at FXPHD. I am responsible for all modeling/layout/match-moving, shading/texturing, lighting, rendering (and setup), as well as all compositing/keying/roto. Stereo RED Epic footage was provided by FXPHD.
00:56-01:17	Car from SuperService (animated short) by Hatchling Studios. Responsible for all texturing/shading, lighting, and effects simulation. This shot is used more to demonstrate the custom RSL multi-layered paint shader used in shading the prop.
01:17-01:37	The Toll (animated short) by Hatchling Studios. Responsible for all lighting, rendering and compositing, as well as all set and prop texturing/shading and final character shading.
01:37-01:45	Hatchling Chef (animated short) by Hatchling Studios. Responsible for all shading/texturing, lighting, rendering and compositing.
01:45-01:53	Bulldog animations. Series of six commercials created while at Hatchling Studios. Responsible for hair and fur setup, as well as all texturing/shading, lighting and compositing.
01:54-02:02	Reebok. Series of six commercial created while at Hatchling Studios. Responsible for all modeling, texturing/shading, lighting, rendering and compositing.
02:03-02:13	Machu-Sunu (animated short) by Hatchling Studios. Responsible for all shading, lighting and compositing. Texturing, modeling and animation were created prior to my involvement.
02:13-02:18	AXE. Series of test commercials for AXE hair products. Responsible for modeling, shading, lighting, rendering and compositing (including keying/roto).
02:18-02:40	Microsoft/Novell Interoperability Lab. Created while at Hatchling Studios. Responsible for on-set VFX supervision, as well as all texturing/shading, lighting, rendering and compositing
02:40-02:53	Bounty Interactive Kitchens. A series of three interactive (via HD touchscreen) 3D environments Created while at Hatchling Studios. Responsible for on-set VFX supervision, as well as all texturing/shading, lighting, rendering, and compositing.
02:53-03:05	The Toll (animated short) by Hatchling Studios. Responsible for all lighting, rendering and compositing, as well as all set and prop texturing/shading and final character shading.