

Brian Meanley DemoReel - Breakdown

Timecode	Breakdown
00:05-00:31	Series of shots for Maya and Nuke master courses taken at FXPHD. I am responsible for all shading/texturing, lighting (including editing/cleanup/projection of HDR images), rendering (and setup), as well as all compositing/keying/roto. Footage, Raw HDRs and un-surfaced 3D model of the machine were provided by FXPHD. All lighting/shading/animation/rendering completed in Maya and Mental-Ray. Composited in Nuke.
00:32-00:41	Bauer Myflex: Selected shots from a sequence illustrating tech features of a new Bauer goalie pad. I am responsible for everything in these shots. Modeled, surfaced, and rendered in Softimage/XSI and Mental-Ray. Composited in Nuke.
00:41-00:55	Bauer Myflex Turntable: Model turntables of the Bauer Myflex goalie pad. All modeling, surfacing, animation, and rendering completed in Softimage/XSI and Mental-Ray.
00:55-01:13	Reebok SkyDMX: Selected shots from a sequence illustrating tech features of a new shoe from Reebok. I am responsible for all everything in these shots. Modeled, surfaced, rigged and rendered in Softimage/XSI and Mental-Ray. Composited in Nuke. Shoe rigging/deformations created with a mix of traditional and Softimage ICE based methods. Particle simulation of airflow created using Softimage ICE.
01:13-01:26	Reebok Shoes Turntable: Model turntables of the Reebok SkyDMX and Uform shoes. All modeling, surfacing, and rendering completed in Softimage/XSI and Mental-Ray.
01:26-01:39	Car prop from an animated short by Hatchling Studios: I am responsible for all texturing/shading, and effects simulation. This shot is used to demonstrate the custom Renderman (RSL) multi-layered paint shader used in shading the prop. The shader (as well as other samples) can be downloaded here: (http://wiki.brianmeanley.com/wiki/RustyPaintedMetal.sl)
01:39-02:09	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 shader-setup. All assets created in XSI, and rendered in Mental-ray. Composited in Digital Fusion.
02:09-02:17	Hatchling Chef (animated short) by Hatchling Studios. Responsible for all shading/texturing, lighting, rendering and compositing. All assets created in XSI and rendered in Mental-Ray. Composited in Digital Fusion.
02:18-02:26	Bulldog animations: Series of six commercials created while at Hatchling Studios. I am responsible for hair and fur setup, as well as all texturing/shading, lighting and compositing. Asset was Modeled, surfaced, and animated in XSI and Mental-Ray. Composited in Digital Fusion.
02:26-02:43	Warehouse: Created as part of a course at FXPHD. I am responsible for all aspects of CG asset creation, as well as all match-moving/compositing/keying/roto. CG assets created in XSI, rendered in 3Delight, and composited in Nuke. Stereo RED Epic footage was provided by FXPHD.