

ShowReel - Shot Breakdown list

Geostorm

Company : Framestore (2014- 2015)

Tools : Maya, ZBrush, Houdini.



As lead modeller I was responsible for overseeing the creation of the whole ISS and digi-doubles. Supported by the CG Sup and R&D we quickly established unique instance workflows to ensure we could deliver what resulted in the biggest single asset Framestore has worked on so far.

Maya was used as the primary software, along with custom Python tools that I developed throughout the project due to the growing needs of the modelling team, allowing them to move quickly and efficiently on building the assets.

Dr Strange

Company : Framestore (2015- 2016)

Tools : Maya, ZBrush, Marvelous Designer, Houdini.



Whilst leading the modelling team, I was responsible for the creation of the "Cloak of Levitation". The modelling process started in Marvelous Designer, aided by the costume department who provided the pattern, I was able to create a true representation of the practical version of the cloak. Then I used Maya to pull everything together and adding all the smaller elements like stitches, leather parts, metal plates etc. Finally ZBrush was used to create the finer details.



I was also responsible for managing the modelling of the Mandelbrot effect. All the sets are using an in-house instance setup. The objects were sliced using Houdini and re-laid in Maya using some custom Python tools. This workflow offered the flexibility of art-directing the slicing based on animation feedback and doing multiple iterations.

Jupiter Ascending

Company : Framestore (2013)

Tools : Maya, Zbrush.



Responsible for producing various spaceships and droids from limited 2D reference and some Sketchup models. Maya was used to create the models and existing greebles from previous shows to kit bash details for quick turnaround. Zbrush was also used to create bespoke decorations where needed

Man Of Steel

Company : MPC (2012)

Tools : Maya, Zbrush.



For this show I had to create an array of digital soldiers. Lidar scans and a photo shoot were provided as references. 3Dcoat was used to retopologize the parts part of the scan that were useful and then Maya to model the full character and props. Zbrush to add fine details to support model.

Dark Shadows

Company : MPC (2011)

Tools : Maya, ZBrush



For this show I was in charge of creating the digi-double to replace Helena Bonham Carter's face. Utilising a 3D scan and photo references I used ZBrush first to quickly match the volume before progressing to Maya for fine adjustment and finishing.

I was also tasked with the primary blendshapes for another character (Werewolf Girl - Chloe Moretz). I used Maya and took advantage of videogrammetry to produce the final result.



Underworld 3 :Rise of the Lycans

Company : Duran / Duboi (2008)

Tools : Maya, Zbrush.

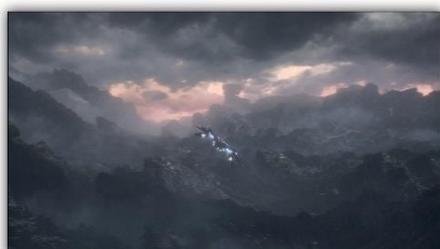


The CG model of the werewolf was created from using 3D scans of the body suit and actor as I produced a basic retopology of the body using Zbrush in addition to a more refined version for the head and mouth. I completed the model in Maya and finished it off in ZBrush for sculpting the details.

Guardians Of The Galaxy

Company : MPC (2014)

Tools : Maya, Zbrush, Vray, Nuke, World Machine.



I worked on Guardians of the Galaxy as Environment TD. As such I was responsible of several shots on the opening sequence of planet Morag. Maya was used heavily while Zbrush was used to sculpt the mountains and the rocks themselves. A pass using World Machine was then applied for its Erosion functionality, tileable textures and triplanar were used ontop while the scenes were lit and rendered with Vray.

Finally Nuke was used to do DMP projections and tweak the final look.

Wrath of the Titans

Company : MPC (2011)

Tools : Maya, ZBrush



My work on this show was to create the many mountains and rocks. The look had to match real mountains for the shot and fit the technical needs of the FX Dept. I started with Maya to create different shells of the mountain helped with some geometry provided by matchmove, before switching to ZBrush for sculpting them for the final look.