

Show Reel Breakdown Brad W. Falk

Men In Black 3 (separate movie file)

The first 9 shots are 90% CG. Steam, gantry, rocket, medallion, ground, sky, and at times K are all cg. I did lighting and tmp comp work. There were lots of holdout mattes for kay to go through the steam since some shots were physical and we had to hold out K and parts of the real rocket and gantry. The original footage was shot with a small section of the gantry and part of the rocket. Most of it was replaced in the end with cg models because the set was too blown out with spill to do anything good with.

I also worked on look development for this scene. Most of the work was setting up the rocket, gantry, and steam to look right. I worked with Houdini and Katana to get the final look of the steam. Arnold and Katana were used for rendering and lighting interface of all the shots.

For the next 3 shots, the unicycle for J was CG. I did lighting on these using both HDR and lights from Arnold.

The last 2 shots we added the animal in the center of the hand and the shooting dart. I did basic lighting and pre comp work for this.

A Christmas Carol

First animated sequence. Did lookdev for ice, street, buildings. Worked on shaders for ice, ground, buildings, and people.

For the rest of the images, I did the lookdev and worked on shaders. Also did all lighting that you see to give examples to lighting group how to use the environments.

Toy Story 3

Cannot show shots except in person since we never did the movie. I was at Circle 7 for a year developing the pipeline and test shots. I will show if you request.

The Golden Compass

First half of show, lookdev polar bear hair and armor. Second half of show was lighting lead for all shots seen here. Five average people in team.

Charlottes Web

Shots - All (Spider, web, water droplets)

Light, Render, precomp Charlotte. Lookdev water.

Star Wars Episode 3

Shot 1 (grievous and robots)

Light, Render Comped grievous, robots and desk.

Shot 2 (grievous, table, robots)

Light, Render grievous, table, and robots. Shared half the comp.

Shot 3 (grievous)

Light, Shade Render grievous. There was a lot of shader R&D work while the shot was in progress. Used rendered dof for use with 2D dof work.

Shot 4 (grievous and robots)

Light, Render Comped grievous and robots.

Shot 5 (grievous)

Light, Render grievous.

Shot 6 (grievous and robots)

Light, Render grievous and robots. Comped scene with 2D sparks and glows.

Shot 7 (grievous)

Light, Render grievous. Comped scene with 3D explosions.

Shot 8 (grievous and robots)

Light, Render Comped grievous and robots.

Shot 9 (grievous, robots, lasers)

Light, Render Comped grievous, robots, and lasers. Shared part of the comp.

Shot 10 (Lizard, storm troopers, dust, lasers)

Light, Render lizard, troopers, and lasers. Used maya for dust particles and lasers.

Van Helsing

Shots 1, 2, and 3 (wolves)

Light, Shade, Render, and Comp all wolf passes. Much 2D and 3D work for all wolf passes. Fine tuned saliva, and hair variables for close up hero shots.

Shots 4, 5, and 6 (vampire brides)

Light, and Render hair and body for shot 6 and 8 (split shot). Shot 7 is a body render with extra wound shader added for shoulder.

Shot 7 (vampire brides and 2 villagers)

Light, Render body and clothes for vampires and villagers

Shot 8 (vampire bride and BG)

Light, Render body. Hair rendered for shadow passes on bride only.

Environment Fog passes for bride to fly through (Mental Ray). Large amount of

comp work done by Greg Salter and I for merging the 2D to 3D body as well as 3D BG mountain passes to 2D village.

Shot 9 (vampire hands)

Light, Render. Large amount of shader tweaking and fixing for jewelry look development with help of Hayden Landis.

Shot 10 (vampire bride)

Light, Render body, hair, arrows, and wound passes. Large amount of shader development for wounds to appear, grow, and recede with help from Michael Muir. Compositing shared by Greg Salter and I.

Shots 11 and 12 (vampire brides, coach, and mountain environment)

Light, Render body and coach. Started development on coach for shot 13 and finished by Matt Blackwell.

Shot 13 (vampire brides)

Light, Render brides and BG.

Shot 14 (acrobats)

Light, Render acrobats and trapeze wires. Merged 3D and 2D acrobats and they swung away from frame into their flips.

Tears of the Sun

Shots 1 and 2

Light, Render, Aircraft as well as 3D smoke with Maya particles.