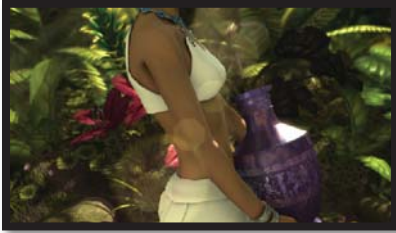


Demo Reel Shot List

Daniel Mark Pendzich

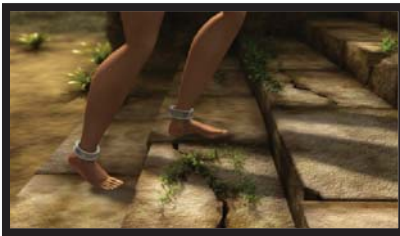
Work From “The Offering” Animated Short (Collaborative Project)



Jungle Path Side View – 00:00:07

I setup the lighting for the character in this shot. The director also had me rig and animate the plants in the background to sway in the wind. I also did animation cleanup on the character’s walk cycle according to the animation director’s notes. I setup random shapes in the background to cast shadows on the character so that the lighting on her is interactive as she walks through the jungle.

Tools Used: Maya 2008 (RenderMan used for character elements)



Temple Entrance Close Up – 00:00:16

I setup the lighting for both the character and the background in this shot. I also adjusted various shaders in the scene as necessary. I was also responsible for managing the Render Farm for all of the elements in this shot.

Tools Used: Maya 2008 (Mental Ray used for background elements, RenderMan used for character elements), Qube (Render Farm Management)



Temple Entrance Long Shot – 00:00:24

I was responsible for lighting the temple exterior and the character in this shot. I also adjusted many of the shaders to give it a more uniform look as requested by the art director. I was also responsible for managing and rendering all the elements of this scene on the render farm.

Tools Used: Maya 2008 (Mental Ray used for background elements, RenderMan used for character elements), Qube (Render Farm Management)



Parvati Sees Shiva – 00:00:34

For this shot I setup the light rig for the character. It was important to the director for the lighting in this scene to be interactive on the character. I had the lights setup so that she would come out of the dark hallway into the light of the torches.

Tools Used: Maya 2008 (RenderMan used for character elements)



Dance Sequence – 00:00:37

I was responsible for lighting the character for the entire dance sequence in the animated short. I setup a maser light rig for the character's dance sequence and then applied it to all of the scene files involving the temple interior. By doing this I was able to maintain a consistent lighting style and visual appearance of the character throughout the entire dance sequence. I also setup the volumetric light effects and assisted with adjusting lights for the background elements according to the director's notes.

Tools Used: Maya 2008 (RenderMan used for character elements)



Parvati Pissed – 00:01:18

For this shot I setup the lighting for the character and was responsible for compositing all of the scene's elements together. I also setup the volumetric light effects. A RenderMan deep shadow pass was necessary for the self casting shadows of the Lotus.

Tools Used: Eyeon Fusion (Compositing), Maya 2008 (RenderMan used for character elements)



Parvati Gives Lotus to Shiva – 00:01:31

I was responsible for setting up the initial lighting for the characters in this scene. Later on the lights were adjusted by another artist. I was also responsible for color correcting and compositing all of the elements of this scene together. I setup the volume light effects and a RenderMan deep shadow pass for the lotus in this scene as well.

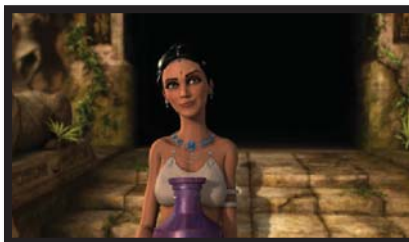
Tools Used: Eyeon Fusion (Compositing), Maya 2008 (RenderMan used for character elements)



Vista Shot – 00:01:54

For this shot I setup the lighting on the character and the tiger elements. A RenderMan IBL was used for a majority of the lighting on the character and a spotlight was used as a rim light for the sun. The director had told me that my renders came together in the composite with hardly any color correction or masking necessary.

Tools Used: Maya 2008 (Mental Ray used for background elements, RenderMan used for character elements)



Temple Exit – 00:02:03

I setup the lighting for the background and the character in this shot. The director wanted afternoon lighting with softer shadows and light with an orange/red hue.

Tools Used: Maya 2008 (Mental Ray used for background elements, RenderMan used for character elements)

Personal Projects



Gems and Rings – 00:02:19

I wanted to add this scene to demonstrate my knowledge of reflective and refractive caustics, and also glass and metallic shaders. Lighting and layout was done by me, the models were provided by Dan Konieczka and Juan Carlos Silva.

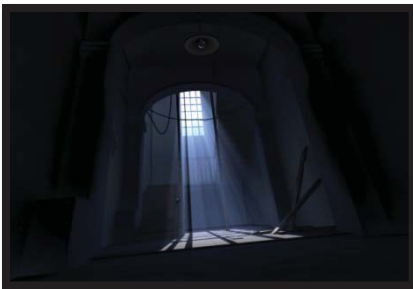
Tools Used: Maya 2008 (Mental Ray), Eyeon Fusion (Compositing + Color Correction)



Lighthouse – 00:02:21

This was my first lighting and layout project. It was entered into Jeremy Birn's lighting challenge and was posted in his website's gallery. To avoid solid black shadows on the tree leaves a `mib_shadow_transparency` node was assigned as the leaf material's shadow shader. This allowed the light to pass through the leaves giving them a transparent look without completely blocking out the light. All vegetation was designed and laid out by me using Maya 2008 paint effects. Scene models were provided by Juan Carlos Silva.

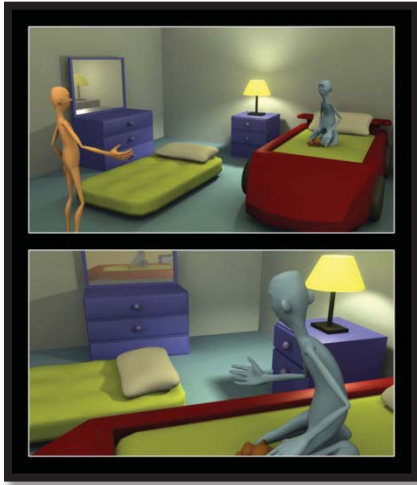
Tools Used: Maya 2008 (Mental Ray), Adobe Photoshop CS3 (Color Correction)



Haunted Hallway – 00:02:22

I wanted to include this shot in order to demonstrate my knowledge of Participating Volume effects using Mental Ray. Volume Fog is easy to setup in Maya, but the trick here was to have the light separate into multiple beams after passing through a divided window pane. By linking a Mental Ray Physical Light to a poly cube with a `parti_volume` Volume Shader I was able to achieve this effect

Tools Used: Maya 2008 (Mental Ray)



Stylized Room Interior – 00:02:24

I was responsible for lighting, texturing, modeling, and animating this scene. The “Basic_Guy” rig was used for animating both characters.

Tools Used: Maya 2008 (Mental Ray)

Traditional Artwork



Charcoal Portrait – 00:02:27

Charcoal portrait drawn during a 20 minute pose. White conté crayon was used to accent the figure's highlights.

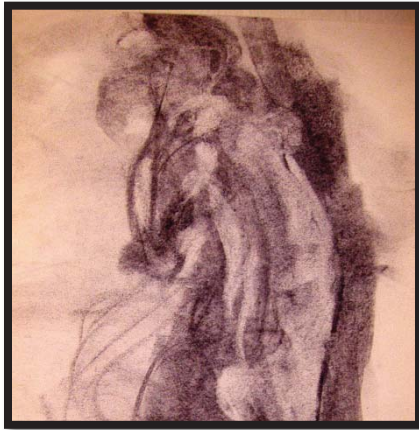
Tools Used: Charcoal, White Conté Crayon



Ink and Brush Figure – 00:02:28

Ink and brush drawing done during a 20 minute pose. The figure's gesture was laid out with a fine, light colored, tan brush pen, and then shadows and shading were rendered with darker shades of black and tan ink with a paint brush.

Tools Used: Black Ink, Water, Brush, Various Shades of Tan Brush Pens



Charcoal Gesture – 00:02:30

This is a charcoal drawing done during a 1 minute pose. The figure's silhouette was blocked out using a thick piece of charcoal. Once the gesture was solid and accurate, highlights were subtracted using a kneaded eraser.

Tools Used: Charcoal, Kneaded Eraser



Charcoal Figure – 00:02:31

Charcoal figure drawing done during a 20 minute pose. Highlights were added by removing charcoal with a kneaded eraser.

Tools Used: Charcoal, Kneaded Eraser