

James Lewis

Generalist Demo reel - Shot Breakdown - 2014

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Shot 1 - Armadillo Tank

- I am responsible for all elements
I modeled it based on a concept by Carlo Balassu.
Hi-poly version with 4k maps painted in mudbox.
Created basic terrain in world-machine.
Did slight comp work in nuke.



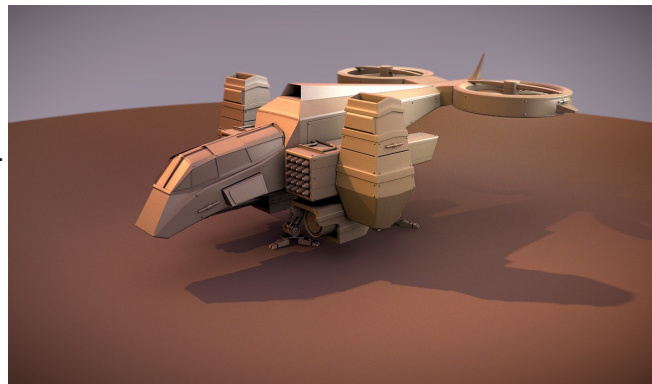
Shot 2 - Remington 870 combat model

-Modeled, Textured, Lit
This I did the modeling for it- Hi-poly
Then texture painted in mudbox
Modeled in Maya



Shot 3 - VTOL (work in progress)

- Modeled
I had started this model from a tutorial by Antony Ward.
I followed most of the basic layout for the
body/engines/
rocket pods/and rear rotors. I did the detail passes by
adding a minigun, adjusting the cockpit and adding
rivets.



Shot 4 - Ferrari 599 GTB

-Texturing, Lighting, Compositing
Rendered in Maxwell Rendered
Composited in Nuke
Shader workflow provided by Stas Poritsky



The python script is a quick way to create light rigs,
and visualize shots.

