

Jared Reisweber – Reel Breakdown

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Texturing/Shading:

- 1 **Butterfly/Spider** - (Blender, Maya, Houdini, Mental Ray, Photoshop, Bodypaint, Nuke)
 - All shading done in camera. Focus was primarily on the complex iridescent quality of the butterfly wings, and translucency of the spider. Shading done in camera.
- 2 **Chameleon** - (Blender, Maya, Mental Ray, Photoshop, Bodypaint)
 - Maps were hand painted in Photoshop, and seams fixed in Bodypaint. Shading done in camera
- 3 **“Leman”** - (Blender, Maya, Zbrush, Mental Ray, Photoshop, Bodypaint, Houdini)
 - I wanted to create a character with personality. I sculpted the details in Zbrush, and created the shading with Maya. Color maps were painted in Photoshop. Shading done in camera
- 4 **Cinnamon Roll** - (Maya, Mental Ray, Mudbox, Bodypaint, Photoshop)
 - I combined photography and painted textures to achieve the look of the cinnamon roll. Subtle subsurface scattering was used to soften the bread and the icing. Speed challenge: 2.5 days completion time. Shading done in camera.
- 5 **Hand Saw** - (Maya, Mental Ray, Bodypaint, Photoshop)
 - Textures are primarily procedural, including wood grain, and rusted metal. Additional textures were painted to add weathering and carved detail. Shading done in camera.
- 6 **Rat Snake** - (Blender, Maya, Mental Ray, Photoshop)
 - I combined sub-surface shader with outer scaly material, and added subtle iridescence. The scale texture was painted in Photoshop and used as displacement and bump. Shading done in camera.
- 7 **Jellyfish** - (Maya, Mental Ray, Nuke)
 - I wanted to capture the sub-surface, translucent, and transparent quality of jellyfish, which changes in different light conditions. I used advanced Mental Ray shaders to combine these aspects together. The textures are procedural. Shading done in camera.
- 8 **Orchid Mantis** - (Blender, Maya, Mental Ray, Photoshop)
 - I wanted to capture the strong subsurface quality of the mantis, and the subtle color variations. Shading done in camera.
- 9 **Flower City** - (Maya, Mental Ray, Nuke)
 - This was an exercise in shading through compositing. I used sub-surface shaders to get the translucency in the petals. The textures are procedural.
- 10 **Dart Frog** - (Maya, Mental Ray, Nuke)
 - This was another example of shading I created using compositing. By rendering the sub-surface layers as an RGB pass, I was able to tune them in Nuke. The textures are procedural.
- 11 **Dragonfly** - (Blender, Photoshop, Maya, Mental Ray, Nuke)
 - The focus of this shot was on the fine detail of the wing structure and the unique optical qualities of insect eyes.