

Tecsun Yeep Teck Ann

2008 Lighting & Compositing Showreel Shot breakdown

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1. Destroyed Street

- All CG elements
- Software used: 3dsmax, Vray, Photoshop, After Effects
- Original photo courtesy of Gazman Jones
- Smoke, Flame, Sparkhits footage – <http://www.detonationfilm.com>

I really was impressed by the Transformers movie this piece was made. Original footage was modified in photoshop. Later, CG elements and live footage were composited using After Effects. Renders passes are used to enable greatest control of each elements.

2. Monster Cave

- All elements
- Software used: 3dsmax, Zbrush, FumeFX, Mental Ray, Photoshop, After Effects

This scene was done in MR without final gather and GI. I really enjoy doing lighting setup without GI as this allow me to have better understanding of light and shaders.

3. Hallway

- Lighting / Texturing / Compositing
- Modeled by Dan Wade
- Software used: 3dsmax, Vray, Photoshop, After Effects

A study of lighting during different hours from morning to evening. Sun and sky are rendered separately to enable me to tweak the quality of light according to my artistic sense. Also, to furthermore enhance the render, I have added fog and volume light.

4. Blackwell Reconstruction

- All elements
- Software used: 3dsmax, Vray, Photoshop, After Effects
- Original photo - Courtesy of <http://www.blackwell.com>

This scene is a reconstruction of real photo in 3d, it was done as part of learning footage matching. The whole scene was modeled with only single photo (as shown in reel), no extra reference was given as by the time I was doing this I had no clue where the place is.