

Jeremy Lei Ontiveros Reel Breakdown

Ryse Game Trailer:



Responsible for multiple steps throughout the pipeline. There were many elements, and the team shared all aspects of the pipeline. Tasks done were Re-topo, Layout, Modeling, Sculpting, and UV

Hugo:



*Look Development on the Automaton.
*Textures and lighting on the Automaton.
*The room is all projections created from the plates. The plate was tracked then low res models were created for projections. Look development was done on the room to create proper reflections.

Argo:



Lighting and Shading of plane for multiple shots.

Lincoln

Commercial:



Responsible for Animation, Lighting and Comp on many shots.

MIB:



Lighting and Shading of car, neon signs and staircase.

Lincoln Commercial Night Shots:



Responsible for Animation and Lighting for a several shots.