

Ian Watson - Showreel Breakdown

Watty Solargard: Factory



additional fluid effects vapour & dust passes
initial factory modelling & layout



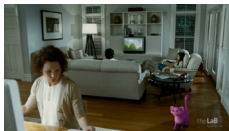
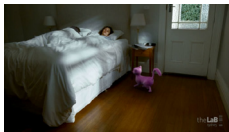
additional rain & splash passes
cable dynamics

Maya, Nuke, Photoshop



can modelling & lighting
environment camera mapping

Whiskas: Morning & Computer



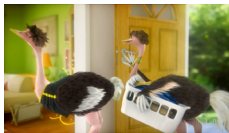
All Shots: matchmoving & HDR probe assembly

Maya, Nuke, Boujou



fur 'flutter' effect

Airwick: Not So Empty Nest



fur & feather setup

Maya, Nuke, Photoshop

300



massive crowd animation, peninsula modelling



massive crowd animation, peninsula modelling



cape animation tweaks

Massive, Maya, MayaMan, PRMan, Digital Fusion



massive crowd animation



massive crowd animation

House of Flying Daggers



bamboo animation & lighting
pre-comping

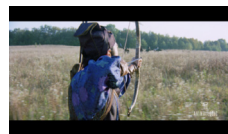


bamboo animation & lighting
pre-comping



sword animation, lighting
pre-comping

Maya, MayaMan, PRMan, Digital Fusion, Boujou



matchmoving
arrow animation & lighting
pre-comping



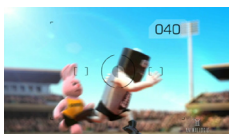
matchmoving
shield animation



dagger animation, lighting
pre-comping

Energizer: Chariots

Maya, MayaMan, PRMan, Digital Fusion, Photoshop



bunny fur setup and grooming
using proprietary software

Adidas: What's Inside

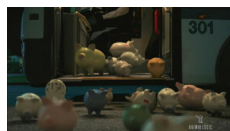
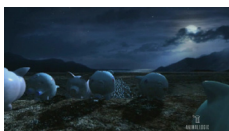
Maya, MayaMan, PRMan, Photoshop



KG head replacement - created
various KG face textures

Bank of New Zealand

Maya, MayaMan, PRMan, Digital Fusion, Boujou



All shots: lighting and rendering. Modelling any necessary extra shadow
catching / reflection geometry

Toyota Prado: Ice Sculptures

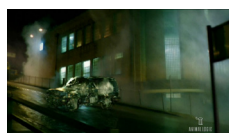
Maya, MayaMan, PRMan, Digital Fusion, Boujou



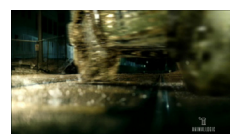
lighting, modelling & texturing
of env geometry for
reflections/refractions



lighting, modelling & texturing
of Prado panels for
reflections/refractions



lighting, modelling & texturing
of env geometry for
reflections/refractions



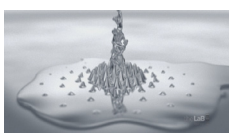
lighting, modelling & texturing
of env geometry for
reflections/refractions



lighting, modelling & texturing
of Prado panels for
reflections/refractions

Sony Cyber-Shot: Liquid

Maya



animation of metallic
'Ferro fluid' effect

Visa: Birds

Maya, MayaMan, PRMan, Digital Fusion, Boujou



pigeon animation and lighting



pigeon animation and lighting

Qantas: Relax

Maya, MayaMan, PRMan, Digital Fusion, Boujou



Admiral Nelson - modelling
(jacket & hat detail and rope)
Texturing and lighting all elements

Milo: B-Smart



matchmoving

Maya, Nuke, Boujou



matchmoving, modelling,
animation & lighting

Toyota Hilux: Coconuts



modelling, texturing & animation
(nParticles & nCloth)

Maya, nParticles, Nuke

Optus: Harmony



fur/whisker setup and lighting
using proprietary fur software

Maya, MayaMan, PRMan, Digital Fusion, Boujou



fur/whisker setup and lighting
using proprietary fur software

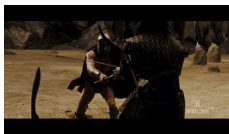
LG: Tuna



tuna rigging
water particulate effects with maya
fluids

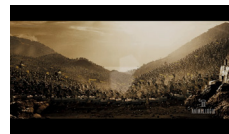
Maya, MayaMan, PRMan, Digital Fusion

300 Test



matchmoving and multiple camera
stitching for seamless movement

Maya, MayaMan, PRMan, Digital Fusion, Boujou



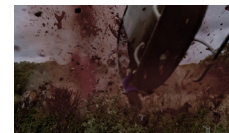
smoke, dust and arrow
animation

28 Weeks Later



ragdoll digital double setup

Maya, MayaMan, PRMan, Digital Fusion

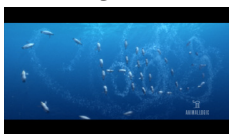


ragdoll digital double setup



ragdoll digital double setup

FluFACTS: Synchro



'spume' particle trail effects

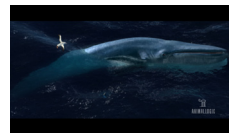
Maya, MayaMan, PRMan, Digital Fusion

Happy Feet



motion capture cleanup

Maya, MayaMan, PRMan, Digital Fusion

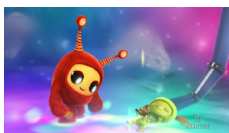


mouth and flipper water fall-off
ocean pass tweaks and
re-renders



water pass tweaks and
re-renders

Cartoon Network: TickleU



lighting and pre-comping

Maya, MayaMan, PRMan, Digital Fusion