

Corinne DeOrsay

Reel Breakdown

Grapes: *(winter 2011)*

Production: 8 weeks

Software: Houdini, Mantra, Nuke

Responsibilities: Projected walls & table texture from still photograph. All other elements were rendered in Houdini with procedural shaders based on reference photos shot on location. Procedurally created grape stems are generated based on grape's positions in scene. Elements composited together in Nuke.



Avalon High: *(fall 2010)*

Disney TV Movie

Company: Mechnology

Software: Nuke

Responsibilities: Removed unwanted elements from film footage (e.g., wires, props, people) in Nuke using a combination of roscope and painting.



Created stylized effects using Nuke's 3d environment and image manipulation tools.

Hell on Wheels: *(fall 2010)*

AMC show Pilot

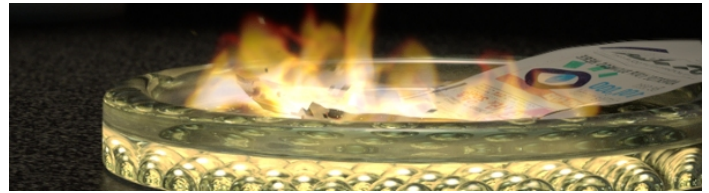
Company: Mechnology

Software: Nuke

Responsibilities: Used Nuke's 3d compositing environment and 2d tracking toolsets to integrate custom created wound imagery onto actress's hand on provided live action plates.



Paper On Fire: (spring 2011)



Production: 4-5 weeks

Software: Houdini, Mantra, Nuke

Responsibilities: All CG scene. Procedural solution for the paper dissolving which drives the pyro simulation with custom fields. Ash particles advected by the pyro simulation 's velocity. Background rendered in Mantra PBR and fire elements in micropolygon, composited together using Nuke. .

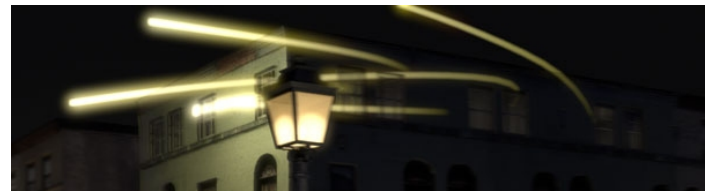
Franz : (fall 2009)

Production: 10 weeks

Team: Jessie Amadio, Dan Bodenstein, Brett Angellilis

Software: Houdini, Nuke, Photoshop, Prman

Responsibilities: Helped to select the location selection for reference photography. and planning. Modeled set pieces in Maya, and created texture maps in Photoshop. Worked with particles in Houdini for multiple effects and used procedural modeling for the rotating bricks. Lighting and rendering in Houdini with Prman.



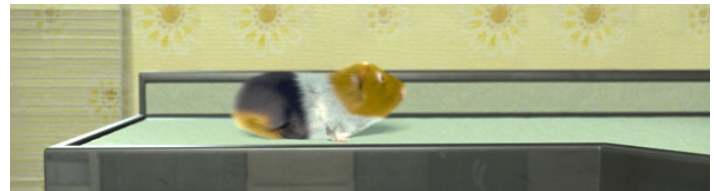
Frank: (Winter-Spring 2010)

Production: 20 weeks

Team: Dan Bodenstein, Bob Piscopo, Kevin Phillips, Chris Spencer

Software: Houdini, Maya, Nuke, Prman, Mantra, Photoshop

Responsibilities: Modeled set pieces in Maya and placed these elements into Houdini. Created textures for the objects in Photoshop. Manipulated shaders to match the materials of objects and groomed the fur on the guinea pig. Lighting and rendering in Houdini with Prman. Composited multiple rendering passes together in Nuke.



Chair: (spring 2009)

Production: 2 weeks

Software: Maya, Mental Ray

Responsibilities: Modeled, lit, and textured using Maya and Mental Ray. All shaders are procedural and do not use texture maps.

