

D. Ryan Reeb

Demo Reel Breakdown Sheet.

REEL LINK: <https://vimeo.com/400533459>

- 00:05-00:12-** “Crossy Road” Cinematic- Model, Shade, Light, Render(Vray), Composite(Nuke)
- 00:12-00:13-** “Nike Huarache” Ad - Texture, Shade, Light, Render(VRay)
- 00:13-00:14-** “DNA” Ad - Model, Texture, Shade, Light, Render (Arnold)
- 00:16-00:23-** “Black Panther” Feature - Model, Texture, Shade(Katana) Light, Render(Arnold)
- 00:24-00:29-** “Thor Ragnarok” Feature- Model, Texture, Shade(Katana) Light, Render(Arnold)
- 00:30-00:41-** “Sonata Running Footage” Ad- Shade, MM/Anim, Light, Render (Vray)
- 00:42-00:48-** “Chevy Sonic” Ad- Light, Render(Arnold), Comp (Nuke)
- 00:48-01:01-** “Chevy Cruz” Ad- HDR Photo/Videography, Light, Render
- 01:01-01:04-** “Halo” Ad- Model, Texture, Render (Renderman)
- 01:04-01:08-** “Star Trek” Theme Park Ride- Model, Texture, Shade, Render(Vray) Comp(Nuke)
- 01:08-01:19-** “Arrow” TV- Model,Texture,Shade,Light,Render(Vray) Planes, Character, Missiles.
- 01:19-01:26-** “Terminator Salvation” Feature, Texture, Animation, MM/Tracking(SynthEyes)
- 01:26-01:32-** “Enders Game” Feature, Texture, UV
- 01:32-01:37-** “Arrow” TV- Texture, Shade, Light, Render
- 01:40-01:50-** “Transformers & Real Steel” Feature, Texture & UV
- 01:50-01:53-** “Pharmaceutical” Ad- Texture, Groom(Yeti), MM(SynthEyes)
- 01:54-02:00-** “Star Trek Re-Mastered” - Model, Texture, Shade, Light, Render
- 02:00-02:15-** “Star Trek” Theme Park Ride- Model, Texture,Light, Render, Composite