

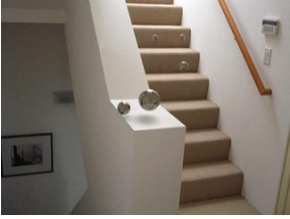

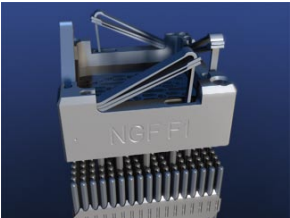



BRIAN SALES

visual effects artist

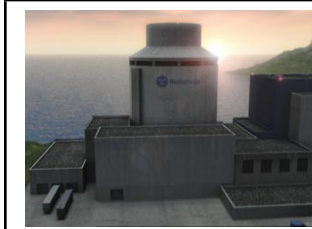
Shot Breakdown

3D work created using NewTek's LightWave 3D and composited in Adobe After Effects by me unless otherwise noted

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|  | <p>Project: Ferrari Race - Alcoa Aluminum</p> <p>Project Description: 3D Race between two Ferrari F430s. Created for Alcoa to celebrate their partnership with Ferrari. Final piece included four 30 second races each with 22 shots. Car and driver were purchased models which I rigged and animated. Car and road were rendered out as multi-pass renders from Lightwave. Environments were created in e-On Vue. Composited in After Effects at floating point color depths.</p> |
|  | <p>Project: Star Trek Parody - Westinghouse Electric Company</p> <p>Project Description: 3D and VFX segments created for two Star Trek themed Westinghouse videos. In a little over three weeks, I completed nine space/ship shots, seven virtual set shots, nine shots showing varying forms of energy, and two transporter shots. All work by me with the exception of the modeling of the starship, which is a modified commercial model (due to time constraints). My goal was to emulate the look of the 1960s show, not necessarily to go for realism.</p> |
|  | <p>Project: Steel Superballs - Personal Project</p> <p>Project Description: Test of integrating 3D reflective objects into a photographic background plate. 3D in Maya, compositing in Shake. A still photo was camera projected onto simple geometry of the railing and stairs for reflections. This proxy geometry was also used to catch the shadows and as collision objects for the ball dynamics.</p> |
|  | <p>Project: "Metropolis" Revisited - Personal Project</p> <p>Project Description: The Fredersen building from the movie "Metropolis" modeled from stills taken from the 1927 film. Render from Lightwave with a GI pass done using the FPrime renderer. There are additional passes for the streaked sunlight and the dappled light from that hits the side of the building. Designed as a study in light and texture.</p> |
|  | <p>Client: Westinghouse Nuclear Fuel</p> <p>Project Description: Turned around in a couple of days, this was modeled from reference blueprints and photos. It was designed as a trade show segment to showcase a new design Westinghouse had developed.</p> |
|  | <p>Client: ITEX / Wabtec Corporation</p> <p>Project Description: Fly-over animation of proposed train cargo loading depot for marketing DVD. Train "RampCar" 3D model created in LightWave 3D from client blueprints. Truck cabs and trailers created using image based modeling with REALVIZ ImageModeler. Image maps were perspective corrected and cleaned in Photoshop. LightWave 3D was used for 3D rendering and After Effects for final color grading.</p> |

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Client: Westinghouse Electric Company

Project Description: Architectural animations produced for marketing video. Modeling from orthographic projections and client's low resolution 3D model. Modeling, texturing, lighting and animation in LightWave 3D. Environment created in e-On Vue. Final compositing, fog and color grading in After Effects. Five different building animations were created each with unique lighting setups.



Client: Westinghouse Electric Company

Project Description: Opening sequence of a western themed video. "Bonanza" style town map generated in Photoshop. In Lightwave, a branding iron was modeled and the 3D scene (including the map) was lit with a warm stylized lighting scheme. Particle effects were created in Motion to simulate smoke rising from the burnt paper. The final compositing was performed in After Effects.



Client: The DICK Corporation (Yes, Really!)

Project Description: Projector was modeled from a physical reference object from which texture maps were also captured. Completed in less than two days.



Client: MEMS Industry Group

Project Description: Recreation of the microscopic mirrors of a "Micromirror" chip. Shows the movement of the mirrors as they reflect or block light in a projector. Designed more as a cool looking dance of mirrors than a technical piece. Based on a diagram from the client.



Client: Akustica

Project Description: The goal was to create a realistic cell phone as part of a marketing video. Modeled from a physical object. Texture and environment maps were created in Photoshop.