

Michael Fisher / Maya Artist / 3d Generalist

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Shot Breakdown



Company: Picture Mill

Title: The Last Airbender end title credits.

Contribution: All elements except the fluid fire setup. I took the attributes from a Maya fluid fire simulation from another artist and applied it to the emitting geometry. I modeled, textured and animated the extruded geometries; created all the ember particles that are flying off the main flame tube and all the water droplets emitting off the water tube. Designed the composition and animated the objects and the camera move. Rendered out several passes to be composited by other artists.



Company: 1741 Films aka. Trailer Park: Motion

Title: Trailer

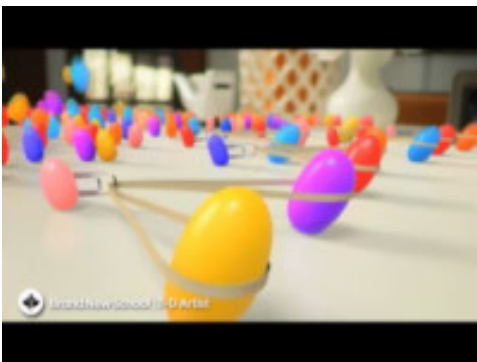
Contribution: All trailer CG elements: modeling, texturing, animation. Compositing.



Company: Furious FX

Title: Race to Witch Mountain - ship flying through tunnel

Contribution: TUNNEL - creation of the master tunnel sections consisting of modeling, UV mapping, texturing, shading, lighting and some animation; scene and render setup of three tunnel shots; the master tunnel sections were repurposed by other team members to complete the remainder of the tunnel shots; the vehicles in the tunnel were created by other team members. SAUCER SHIP - shader setup; lighting setup for all source lights except the center "engine" source light which was developed by another team member; setup all interactive light that the ship cast within the tunnel and onto itself; some animation adjustment.



Company: Brand New School

Title: SoyJoy

Contribution: Dialing in subsurface shader, render setup using multiple render passes for composite.



Company: Digit International / Moneyshots Post

Title: Get Bruce and Lloyd

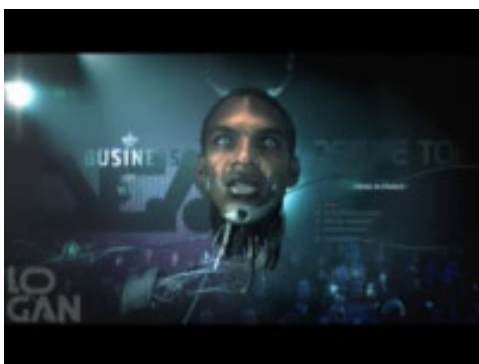
Contribution: Rigged proxy rat geometry that was matchmoved. Painted fur and attribute maps for fur in Maya.



Company: Logan VFX

Title: Metal Gear Solid - Ocelot

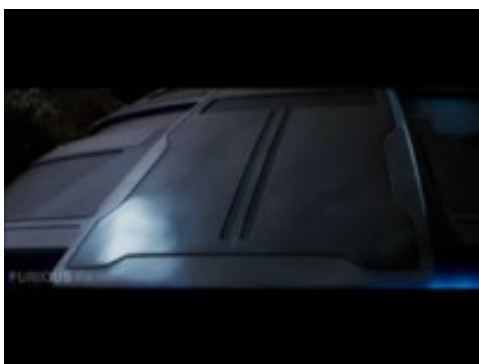
Contribution: Created missile trails, Modeled and textured the buildings except for building damage, flocking birds - setup to res birds, instanced the birds to particles and did the simulation.



Company: Logan VFX

Title: Metal Gear Solid - Game Show

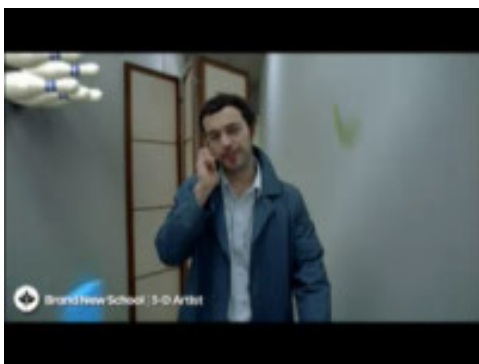
Contribution: Texture map and shader adjustment on head, breaking out elements for multi-pass compositing, re-rigging head elements for proper control for the animators.



Company: Furious FX

Title: Race to Witch Mountain - ship doors closing

Contribution: replaced the practical saucer ship in the shot with an all CG ship; modeled the inside of the doors; detailed the geometry and UVs on the ship; replaced, added or adjusted textures and shaders where needed; lighted the ship to match the practical ship that was replaced; the base ship model was created by another team member.



Company: Brand New School

Title: Cell South

Contribution: scene setup, texturing, shading/lighting and render setup for first clip, lighting and render setup in second clip.



Company: Digit International / Moneyshots Post

Title: Idlewild Blues

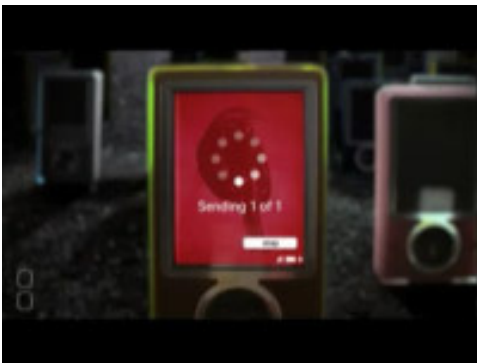
Contribution: All modeling, texturing, rigging on goldfish using Zbrush and Maya. Animated goldfish for several passes to be used in comp.



Company: Ntropic

Title: Adapts

Contribution: Render assist setup in Mental Ray for Maya. Created HDR cylindrical environment reflection maps using custom shaders in Mental Ray.



Company: Eight VFX

Title: Zunescape

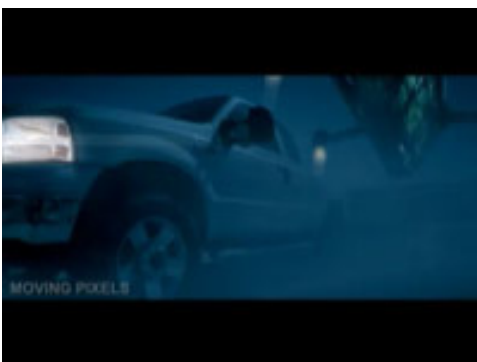
Contribution: 3d Tracking with 3 other artists. Set extension: media players – all modeling, texturing, lighting, rendering.



Company: Zoic

Title: Eureka – Primal

Contribution: dynamic particle simulation, particle look development.



Company: Moving Pixels

Title: Rodeo Ship

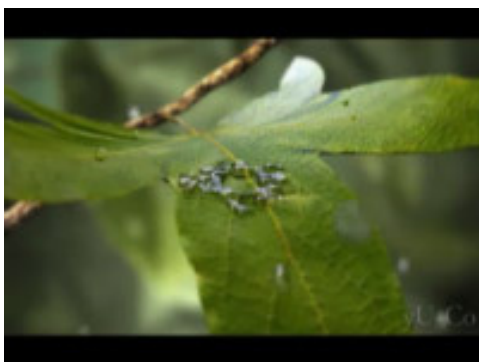
Contribution: Fluid effects for thrusters on ship. Particle work for dust kicked up by engines. Animation of ship.



Company: Hydraulx

Title: Aeon Flux

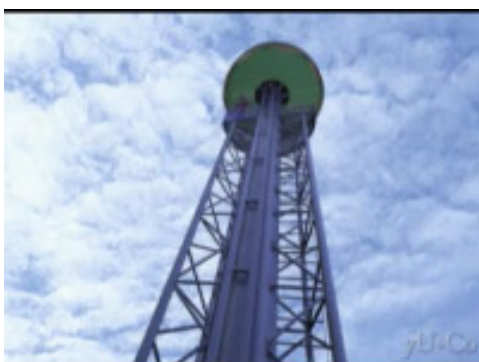
Contribution: Majority of the texture painting on the Relical airship (color/bump/spec) – the main body including transparency and color maps for the rough poly edges of the ripping seams. Other artists painted black explosion smudges over the rest of the ship.



Company: Yu+co

Title: Blind Justice

Contribution: All CG elements: modeling, texturing, animation.



Company: Yu+co

Title: The Five People You Meet in Heaven

Contribution: All shots of the Thunder Drop ride that required 3d extension/replacement. All CG elements: modeling, texturing, animation.



Company: independent freelance

Title: Commons and Robbers

Contribution: All CG elements: tracking, modeling, texture, lighting and animation.



Company: Yu+co

Title: The Terminal

Contribution: Animation and tracking of turning letters. Modified Mel scripts that were written by others for procedural animation of letters.



Company: Yu+co

Title: Hit After Hit

Contribution: Particle animation and texturing of water droplets.



Company: Digit International / Moneyshots Post

Title: Morris Brown

Contribution: Part of a team of CG artists doing modeling, rigging, shading, texturing and animating CG elements.



Company: Yu+co

Title: Super "Dry" Films

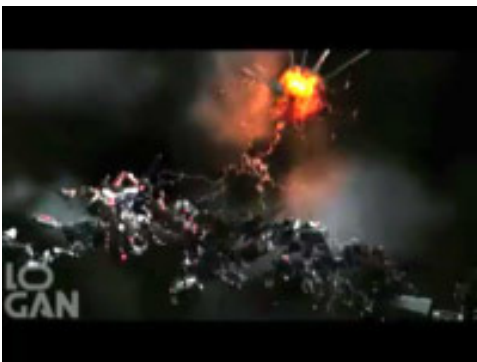
Contribution: All CG elements: modeling, texturing, animation, particles. All elements are 3d except for time-lapse sky in the background.



Company: Dreams Factory

Title: Win For Life

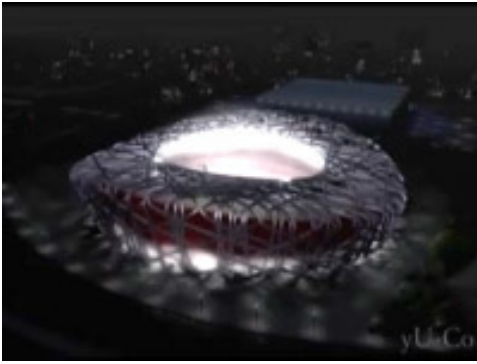
Contribution: All CG elements – the fly.



Company: Logan VFX

Title: Metal Gear Solid - Werewolf

Contribution: Re-modeled and re-uv of very lo-res objects so scene would be renderable.



Company: Yu+co

Title: 2008 Olympic Opening/Closing Ceremony Previz

Contribution: All modeling and some texturing and lighting of the Beijing Olympic stadium.



Company: Yu+co

Title: The Triangle

Contribution: Fixing UV coordinates, texturing and texture touch up, lighting and camera to get the look of a diorama model combined with real world elements.



Company: independent freelance

Title: Atari Terminator

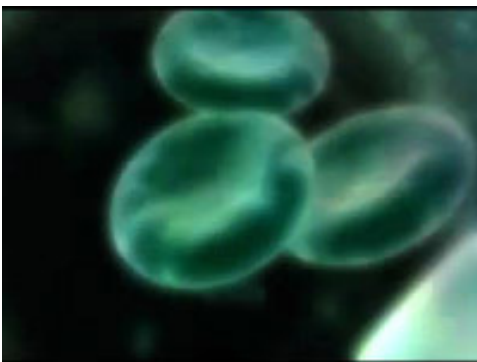
Contribution: Animated blobby surface objects for logo. Created blend shapes for morph into solid text.



Company: Dreams Factory

Title: Gears

Contribution: all elements.



Company: none – personal work

Title: Cells

Contribution: all CG elements.