

Michael Fisher / Maya Artist / 3d Generalist

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Shot Breakdown

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 lo 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.